



# Saxon Shore League

## Bye Laws

### The Normal Rules of Cricket Apply.

(As amended October 2017)

#### 1. Default on Game

If a match cannot be played due to reasons of bad weather, District games or School games, it must be rescheduled within **10 days**. However, if a game is cancelled due to other reasons, 4 points will be awarded to the opposing team, it is important that the fixture secretary is informed of any conceded matches.

Rescheduled matches can be played on any day of the week. The home team will provide 3 reasonable dates, (copy sent to SSL Secretary). If none of these are agreed to, the match will be deemed to be drawn.

Outstanding matches that cannot be arranged or agreed to by 31<sup>st</sup> July will be finalized with 1 point awarded to each team.

#### 2. Match Days Format

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 **6.00pm** (times may vary depending on weather, distance to travel etc).
4. U15 managers of the home team to confirm match details no later than 6.00pm on the Sunday before each game
5. U13 & U15 - The preferred formats for these games are set out in Section 6 - 2 run for wide's and no balls and no extra ball bowled. However, IF BOTH TEAMS AGREE then the Normal cricket rules may be used.
6. Managers can, by mutual consent, reduce the number of overs to 16 before the commencement of the game. In these circumstances, the maximum overs per bowler will be **Three**
7. IF BOTH CLUBS AGREE, match days and times may be varied if necessary

## 2a. Match Days for Cup Competitions

1. All Cup matches will follow the SSL Rules
2. The finals will be held on a set date with a reserve available.  
(date and venue to be set annually)
3. 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.
4. The team named first will always be the HOME team in ALL Cup matches
5. In the event of a drawn match the result will be determined by the following order:-
  - side losing the least amount of wickets.
  - side bowling the least wides.
  - side bowling the least no balls
  - a 6 ball super over each with 6 different bowlers
6. The cup cannot be shared

## 3. Teams

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

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, U13 & U15 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. **BOWLING** : Maximum Overs – 3 per player. Two players will bowl 4 overs to make up the 20. The batting side will chose one of these and the bowling side will choose the other
4. **BATTING** The bowling side (with 8 players) is to choose which opposition batter is to bat twice. The choice to be made at the end of the 17<sup>th</sup> over

## 5. Teams with 9 Players

1. Teams must nominate 9<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> 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

### U11 Pairs cricket:

- Each pair bats 5 overs.
- Start at 200 runs
- Minus 5 for each wicket lost
- 6-ball overs with 2 runs for wides and no balls except the last over which is normal cricket rules

### U13 Proper cricket:

- When batsmen reach 30 runs they must retire, (except when it would end the innings), and **WILL** be allowed to return. **Once out your out.**
- 6-ball overs with 2 runs for wides and no balls except the last over which is normal cricket rules

### U 15 Proper cricket:

- When batsmen reach 50 runs they must retire, (except when it would end the innings), and **WILL** be allowed to return. **Once out your out.**
- 6-ball overs with 2 runs for wides and no balls except the last over which is normal cricket rules

**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.
3. Wicket keepers **MUST** wear helmets at all time in **ALL** age groups

## 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 2 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. Umpiring

Umpiring at games should not be left to the very young to do, the following age restrictions should enable a game to take place in a safe and friendly environment, the following should be applied:

- U11 games no one under the age of 15 can umpire.
- U13 & U15 no one under the age of 18 can umpire

If only one umpire is available then he/she will umpire from the bowling end for both innings, and a younger person can umpire only at square leg, if on the other hand no one can umpire a game the game will have to be abandoned with points shared

## 11. Playing Kit

The Saxon Shore League encourage players to play in cricket whites. However, this is not mandatory and individuals may wear other suitable sportswear if desired.

## 12. Reporting of matches

- It will now be the responsibility of the **winning team** to enter the match result into the SSL Play Cricket website.
- If rained off, cancelled or a tied match – **Home** side to input the result
- The result will have to be posted on the Play Cricket website within **ten days** or there **WILL** be a 1 point penalty deduction imposed on the winning team (Home team if rained off, cancelled or tied match).
- When inputting the match results for U13's & U15's a full score card should be entered, including players names. Then, at the end of the season, League bowling and batting awards can be awarded.
- **BOTH** teams to e-mail match result to Fixtures Secretary ([results@saxonshoreleague.co.uk](mailto:results@saxonshoreleague.co.uk)) within seven days of the game.

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.

### **13. Girl Players**

Girls (with the exception of those playing representative cricket for Area or County) taking part in U11, U13 & U15 matches are allowed to play a in a level 2 school years younger than their own school age. E.g. - a girl in **Year 8** can play at **U11**, a girl in **Year 10** can play in **U13** games and a girl in **Year 12** can play for an **U15** side.

### **14. U18 Cricket**

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

- U18 field teams of 8
- 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 20 overs of 6 balls.
2. 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
3. A free hit shall be given to a no ball no extras for the no ball shall be given.
4. 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.
5. U18 players can bowl a maximum of 4 over's
6. IF BOTH TEAMS AGREE BEFORE THE GAME BEGINS the number of overs can be reduced to 16
7. If the match is a reduce over format then the maximum overs per player will be 3

#### **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.

## 15. Eligibility of Players

Players at all age groups cannot play for two teams in the same competition in the same year, but could play for different clubs in different competitions.

E.g. A player can play in U13's for one club (if eligible by age) and play in U15's for another club in the same season – but no other club at either age group

Similarly, a player can play in the U13's cup competition for one club and in the U13 league for a different club

Also, a player can play in the Indoor League for one club and in the Outdoor League for another club.

If a club is entering two teams in the same competition – a 1<sup>st</sup> and a 2<sup>nd</sup> team – players may migrate from the 2<sup>nd</sup> to the 1<sup>st</sup> team, but not from the 1<sup>st</sup> to the 2<sup>nd</sup>.

## 16. 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.

The new ECB Directive on Bowling states:

### 41.7 *Bowling of dangerous and unfair non-pitching deliveries*

**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 to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.*

**41.7.2** *Should there be any further such delivery by the same bowler in that innings, the umpire shall*

- call and signal No ball*
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling*
- inform the other umpire for the reason for this action.*

*The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.*

If the implementation of the above Directive would result in there being no other bowler available to complete the over, due to limitations on the amount of overs a player can bowl in the game (i.e. all the other players have bowled their maximum), the bowling team shall be deducted 6 runs for each ball that cannot be bowled.

If the bowling end umpire should issue such a warning as described above, he/she shall consult with the other umpire and together explain the implications to the bowler in question and the captains of the two teams. The Saxon Shore League expects there to be a common sense approach to this issue on the part of the umpires and the situation dealt with under the principles of the Spirit of Cricket.