

Canterbury District Cricket Development Group
Under 13 Colts Division 1 and 2 League and cup Rules Season 2023.
Matches are 11 players a side

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 particular 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 Kent girls must be under 13 years of age and all other female players must be under the age of 14 on 31st August 2023.
3. Each team will supply their own ball for their fielding innings.
4. 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 detailing the dates on which each game shall be played. The home club is responsible for arranging the venue of the match. Under 13 matches start at 6.00pm on Friday evenings 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.
2. 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 unless the opposition is willing to reschedule.
3. There are no rain days this season. If a club can not host a game due to rain the opposition can hold the game at their own venue. If neither club is able to hold the match due to weather then the match is drawn. (The exception to this rule is for Folkestone (see rule 4))
4. Folkestone have been accepted to the league with the proviso that their games are held away unless already scheduled by the fixtures secretary. (This will be reviewed at the end of the season)
5. The top 4 teams in division 1 will then go into the cup finals day competition.
6. The top 4 teams in division 2 will then go into the cup finals day competition.
7. If teams are equal standing in the league then positions will be based run rate, followed by highest batting score within the league. The top 4 teams in division 1 will then go into the finals day.
8. If teams are equal standing in the league then positions will be based run rate, followed highest batting score within the league.

ALL DIVISION 1 and DIVISION 2 LEAGUE MATCHES TO BE COMPLETED AND RESULTS PUT ON PLAYCRICKET BY end of day Friday 30th June 2023

9. The Division 1 finals day will be held on Sunday 2nd July 2023 and the rules will remain the same.

10. The Division 2 finals day will be held on Sunday 2nd July 2023 dependent on a ground being available and the rules will remain the same.

11. If the score is tied at the end of the match the team conceding 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 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.

12. Players can only play in 1 finals day 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 20 six ball overs per side. There will be a limit 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. The minimum amount of players is 7 per team for a match to commence.
2. In order 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 batter will change at the end of each over and the umpires will change at the end of each over.
3. When a batter reaches a personal total of **30** runs, he/she shall retire and cannot return to the crease. The exception to this is if they reach 30 runs when the team only has 1 wicket remaining.
- 3 No fielder, with the exception of the offside slips, will be allowed to be nearer than 11 yards from the bat.
- 4 Any balls bowled above waist height are no balls.
- 5 At least one adult must accompany each side. These adults shall act as umpires unless the clubs are able to provide their own. The same umpires should stand throughout the game.
- 6 At the cup finals days there will be umpires provided.
- 7 The Umpire is not allowed to coach or score their team during the game. If no scorer available for both teams then one umpire shall stand as Square leg umpire for game to score the game otherwise team with no scorer will make up book at the end of the game from the team who has supplied a scorer.
- 8 The wicket keeper **MUST** wear a helmet at all times 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.
- 9 In order 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.
- 10 The designated 12th player named before the start of the game can field & bowl but cannot bat in the game. Only 11 fielders can be on the field of play at any time.

D Special Regulations (under 13 only)

1. The pitch shall be 19 yards in length.
2. The ball shall weigh 4.75 ounces.
3. The stumps shall be 27 inches above the playing surface by 1.25- 1.375 inches diameter (bails 3 3/16 inches)

E 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 any bonus points only.

Bonus points: Batting points 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.

Bowling points 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

2. In the event of a tie, both sides will receive 8 points and any bonus points.
3. If a match cannot be played after the game has started due to inclement weather, both sides will receive 10 points and no bonus points.
4. If a side is unable to carry out its commitments, they concede the game (and 20 points) to the opponents.

F Notification of results

Winning team Manager must input the result and bonus points within 48 hours of the end of the match on play-cricket website. Failure to notify within the 48 hours will result in a no result being entered.

G Discipline

Any side found guilty of fielding inappropriate players shall automatically concede the game (and 10 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. The management group shall deal with any other matters regarding protests or complaints.