

## **NHYCL RULES SUMMARY**

### **OPEN UNDER 11 FRIENDLY DIVISION**

<b>Pitch</b>	17 yards
<b>Stumps</b>	27 inches (above the pitch)
<b>Outfield</b>	30–45 yards. This guideline can be overridden by the playing conditions of individual competitions or to accommodate local ground conditions.
<b>Format</b>	Pairs cricket. Each team will bat in pairs for 4 overs and start on a total of 200 runs.
<b>Duration</b>	20 overs per innings Overs per innings may be reduced if there is a late start or if there is a weather interruption.
<b>Ball</b>	4¾ ozs. One new hardball per match to be supplied by the home team (unless both teams mutually agree, prior to the toss, that there will be a new ball for each innings). At least one decent spare ball should be available. A pink ball must be used in all evening hardball matches (ie any match starting at or after 5pm).
<b>Number of Players</b>	10-a-side. If one team is short of players and the other team has 'spare' players available and willing to play for the other team, then the 'spare' players should be offered to the other team to make up their numbers. If a team ends up with 1, 2 or 3 players less than the pre-agreed number, it should still fulfil the fixture (and the opposition may still field its full quota). If a team has 7 or 8 players, then each pair should bat for 5 overs. If a team has an odd numbers of players, then the last batsman shall bat his/her overs with a different partner for each over (such partners being players who batted earlier in the innings and had the lowest net individual scores). So, for example, if each pairing is due to bat for 4 overs in a 10-a-side fixture, then the four batsmen with the lowest net individual scores from the first four pairs will each bat for one over with the ninth batsman (for the avoidance of doubt, the ninth batsman's partners may take strike).
<b>Batting</b>	Each team's innings will start with a total of 200 runs. Runs will then added to this total in the normal manner but 5 runs will be deducted at the fall of each wicket. At the fall of a wicket the batsmen will swap ends, except if the wicket falls on the last ball of an over. For the avoidance of doubt, at the fall of a wicket the 'dismissed' batsman stays in unless the wicket falls on the last ball of the pairs' allocated overs. Thus a 'dismissed' batsman must never face the next delivery.
<b>LBW</b>	The LBW Law shall apply in all matches. However umpires should mutually agree local terms on their application of LBW. The NHCDA Committee recommends that in Under 11 hardball matches LBWs should only be given when a batsman is trapped on the crease and plumb in front of the wicket to a ball (which hasn't pitched outside the line of leg stump) which would have gone on to hit middle stump (or middle and off, or middle and leg).
<b>Bowling</b>	No bowler may bowl more than 3 overs in total.

## **NORTH HAMPSHIRE YOUTH CRICKET LEAGUES: COMPETITION RULES**

- Bowling ends** In all Pairs Cricket league matches teams must bowl the first half of an innings (eg the first 10 overs in a 20 overs innings) at the same end, switching to the other end for the remaining overs of the innings. The choice of ends shall be the fielding teams' unless low sunlight at one end is a factor in which case the umpires can overrule the choice and determine the ends according to which half of the innings at the sunlit end which will be least affected by the low sunlight. Umpires must switch ends between every over as normal.
- No Balls** A bouncer which passes the popping crease at a height equivalent to the top of the batsman's shoulders (when standing up straight) shall be deemed a No Ball.  
A delivery can bounce twice before the ball reaches the popping crease. Thus a ball that bounces three or more times before the ball reaches the popping crease shall be called a No Ball. However team managers may mutually agree to permit three such bounces.
- Run outs** In any Under 11 games in which bails are used, to avoid situations when the bails are off and fielders, when trying for a run out, can't pull up a stump to execute a run-out without bails, a run out will be valid if the ball is held against the stumps if the bails are already off.  
In any game which uses spring-loaded sets of stumps, to avoid situations when the bails are off and fielders, when trying for a run out, can't lift the whole set of stumps to execute a run-out without bails, a run out will be valid if the ball is held against the stumps if the bails are already off.
- Last Over** The last over of an innings must contain 6 legal balls (Wides and No Balls still score 2 runs plus any other runs scored – see "Scoring from no balls and wides in league and cup matches for all age groups" section).
- Result** The result and scorecard of any match in a Friendly Division should NOT be submitted to the NHYCL Play-Cricket website or to the NHYCL Committee.

### **SCORING FROM NO BALLS & WIDES IN ALL NHYCL LEAGUE AND CUP/PLATE MATCHES**

No Balls: score 2 runs to extras. Any runs scored from the bat from a no ball, over and above the 2 extras, will be given to the batsman (eg if a no ball is hit for 4, 6 is added to the total split as 4 to the batsman and 2 to extras), and any runs scored as byes or leg byes from a no ball, over and above the 2 extras, will be added to the relevant byes or leg byes total. No extra ball is to be allocated except in the last over of the innings.

The 2 runs for a no ball plus any runs scored from the bat, are recorded against the bowler's analysis. However any byes or leg byes scored of a no ball shall not be recorded against the bowler (e.g. a no ball which then goes for 4 byes will be recorded as 2 no balls plus 4 byes, of which only the 2 no balls are recorded against the bowler's analysis).

Wides: score 2 runs to extras. Any runs scored as byes from a wide delivery, over and above the 2 extras, will be added to the Wides total (e.g. a wide which then goes for 4 byes will be recorded as 6 wides). No extra ball is to be allocated except in the last over of the innings. All extras scored from a wide ball are recorded against the bowler's analysis.

## NORTH HAMPSHIRE YOUTH CRICKET LEAGUES: COMPETITION RULES

### REGULATIONS AND GUIDELINES

- All players must be *bone fide* paid-up members of their NHCDA-affiliated club, and it is each clubs' responsibility to ensure that its players are covered by the club's insurance policy when playing in NHYCL matches.
- To be eligible for a specific summer league a player must be under the declared age below as on September 1<sup>st</sup> in the previous year. For girls playing in Open leagues, girls can be up to two school years older than the relevant age group.
- In the event that a club has two or more Open teams in the same age group, then any player who is a County Squad Player in the relevant age group (e.g. U13s & U12s in the Under 13 age group), or a Regional Squad Player who is in the older school year of an age group (e.g. U13s in the Under 13 age group) must play for the A team only.
- Regional Squad Players at the junior age (e.g. U12s in the Under 13 age group) are permitted to play in a B team, but not in a C team.
- County Girls' Squad Players can play in any Open team in their own age group, but can only play for the A team in the Open age group below their own age group (e.g. an U13 County Girls' Squad Player can only play for an A team in the Open U11 league, but can play for any team in the Open U13 league).
- The NHCDA Committee encourages all team managers and coaches to do their best to enable every player in any match to either bat or bowl, if not both. At any level of NHYCL cricket, picking players to bat at the bottom of the order while not being asked to bowl or keep wicket is not consistent with the NHCDA aim of maximising participation. The NHCDA Committee recognises that it may not always be possible to enable every player to either bat or bowl (if not both) in a match (such as, for example, if a team bowls out the opposition cheaply and then chases the target without losing any wickets), but it is hoped that team managers and coaches will always do their best to give every player an opportunity to bat or bowl (or keep wicket) in all matches.
- In all hardball matches umpires should ensure that players are wearing appropriate protective kit, including helmets for all batsmen and for wicketkeepers standing up to the wicket.
- The NHCDA Committee do not expect to see any player used as a top order batsman in the A team playing as a top order batsman in any B or C team match. Any such players should bat at the bottom of the order. Similarly, if that player is used as a regular bowler for the A team, the NHCDA Committee do not expect to see that player used as a bowler in any B or C team match. If in doubt about selecting such a player or what they should and shouldn't be allowed to do in a match, please consult the Competitions Secretary for guidance. If the NHCDA Committee believe a club has been abusing this then that club will be subject to a disciplinary hearing and potential significant penalties for the club.
- To pre-empt any confusion or complaint during or after the match, team managers should alert the opposition manager prior to the start of a game if any regular A team players (who are not ineligible for B or C team matches) are due to be involved in a B or C team match.
- Umpires should ensure that the ECB directives regarding close fielders are adhered to throughout all matches.
- Team managers are responsible for ensuring that their fast bowlers (defined as bowlers to whom a capable wicket keeper of the same age group would in normal circumstances stand back to take the ball) are only bowled in accordance with the ECB directives for preventing injury to fast bowlers.

## **NORTH HAMPSHIRE YOUTH CRICKET LEAGUES: COMPETITION RULES**

- The NHYCL Codes of Conduct apply to all member clubs in all NHYCL games. All coaches must reinforce guidelines to all their players and parents that wrong /poor behaviour is not acceptable in any form.
- Umpires should ensure that in all games (for any age group) there are no comments or instructions from parents or coaches to on-field players from the boundary, nor any coaching of an on-field player from the boundary.
- For all U15, U18 and girls' U16 League and Cup matches, plus U13 Division 1 League and Under 13 NHCDA Cup matches, there should NOT be any advice provided during an innings to a fielding team on field placement, nor any on-field tactical advice to batsmen or bowlers. This applies to umpires, coaches and team managers – indeed nobody other than the players themselves should offer tactical advice to on-field players.
- Umpires should mutually agree local terms on their application of wides, application of LBW, and (in matches for age groups not excluded in the point immediately above) the level of interaction or support to be given during the game.
- An umpire in an NHYCL League or NHCDA Cup/Plate match should only call no-ball for an illegal bowling action if, in the umpire's reasonable opinion, the bowler deliberately throws the ball.
- It is the responsibility of the home club to prepare the ground appropriately (including a suitable wicket, a marked boundary, stumps and scoreboard). Matches can be played on properly maintained artificial pitches but the home club must advise their opponents at least 48 hours before the scheduled start time of the match that a non-turf surface will be used and advise them of any special footwear requirements.
- The home team must provide a pitch of the correct length for the match as stated in these rules. There is no margin of variance and the NHCDA Committee may take disciplinary action against any club which fails to provide pitches of the correct length.
- All mid-week evening matches in April, May and August should start no later than 18:00 prompt (17:30 – 17:45 is recommended for matches in April and early May). In June and July the games should start no later than 18:15. Late starts are subject to a mandatory reduction in overs: for every six minutes, or part thereof, that the game is delayed past the latest start time, the overs for both teams will be reduced by one. If there is a reduction of overs due to a delayed start, the minimum number of overs is 10 overs per side unless both sides agree to less.
- In all matches, the interval between innings shall be a maximum of 10 minutes from the point when the umpires leave the wicket at the end of the first innings. In evening games umpires should aim for a shorter interval, encouraging players to be back on the field five minutes after the end of the first innings.
- For all evening league games, during the first innings, if there is an interruption in play due to weather, then there shall be a reduction in the number of overs per innings at the rate of one over for each team for each completed period of six minutes lost.
- If a batsman requires a runner, or when the Last Man Stands rule applies, the runner must be the most recently dismissed (or retired) batsman and must wear pads, gloves and a helmet, and carry a bat. If no batsman has retired or been dismissed, the runner should be the next batsman in.

*The above are the key rules and regulations, but do not cover all issues that may arise.*

*For all NHYCL rules, regulations and guidelines, see the full NHYCL Rules document at [nhcda.co.uk](http://nhcda.co.uk)*