

14&U Youth League Rules

The MCC laws of cricket (including the spirit of cricket) shall apply with the following modifications listed below for the 14 & Under League. **The emphasis on this grade of cricket should be on participation, not on winning.** Coaches should give all players an opportunity to participate.

<u>Age Limit</u>	Must be 14 years of age or younger on 1 st September 2013. (Born on or after 1 st September 1998). Exception: Girls may be 16 or younger (born on/after 1 st Sept. 1996).
<u>Registration</u>	All players shall have completed a BCB Youth Players Registration Form and paid the \$20 registration fee.
<u>Hours of Play</u>	Saturday mornings, 9:00 am - 1:20 pm. 1 st Innings 9 – 11 am; 20 minute interval; 2 nd Innings 11:20 am – 1:20 pm. Matches will be 35 overs each innings.
<u>Late Starts</u>	If the minimum 6 players are not in place within 30 minutes of the scheduled start time, the game is declared lost by default by that team.
<u>Clothing</u>	Players shall wear white clothing. Long pants are required. Girls may wear cricket skirts.
<u>Ball</u>	Junior cricket ball to be used (142g ball). Use balls issued by BCB only. Balls to be new at the start of each innings.
<u>Toss</u>	Decision to bat or field shall be by coin toss by the two captains.
<u>Pitch Length</u>	20 yards. Use practice stumps at one end and mark crease lines with chalk or paint.
<u>Boundary Line</u>	Set boundary Line at approximately 50 yards from the wicket.
<u>Number of Players</u>	11 players per team. Minimum numbers to be 6 players .
<u>Competition Points</u>	Outright Win/Opposition Default: 6 points. Tie: 3 points each No result: 2 points, (game rained out after minimum 10 overs bowled to team batting second) Loss: 1 point Default :0 points.
<u>Innings Length</u>	Games are restricted to 35 overs per team , 6 balls per over. For games reduced by weather or other factors, calculate overs based on a rate of 35 overs per hour. If a team batting first is bowled out within the 35 overs, the team batting second shall have the full 35 overs to reach the score. If a team batting second overtakes the opponents score before the allocated number of overs, play may continue to allow as many players as possible the opportunity to bat and bowl (coaches to use discretion regarding time of game).
<u>Bowling Restriction</u>	Maximum number of overs per bowler to be 7. For games reduced by late starts, weather, or other factors, the maximum number of overs a bowler may bowl shall be calculated by: [Total Number of Overs/5 then round to nearest whole number]

(i.e. 13 over match = $13/5 = 2.6 = 3$ overs per bowler).

<u>Bowlers Run-up</u>	Maximum length of run-up to be restricted to 15 yards.
<u>Wides</u>	An additional 2 runs shall be added to the score for wides. There will be no extra delivery. A wide cannot be given on the last ball of any innings. The innings must be completed with a legitimate delivery.
<u>No-Balls</u>	An additional run(s) shall be added to the score for no-balls as well as the batsman receiving a free hit on the following delivery. (batsman can only be dismissed by being run out) There will be no extra delivery.
<u>Score Restriction</u>	<p>The maximum number of runs a batsman can score is limited to 70 runs after which time the batsman must retire. Runs scored in taking the total up to and above the 50 total still count (i.e. maximum possible score is 75 if a 6 is hit while on 69 runs).</p> <p>A batsman who has retired in this manner may resume if the team is bowled out within the allocated overs.</p>
<u>LBW</u>	The laws of cricket as they relate to leg before wicket shall apply to this grade of cricket.
<u>Protective Gear</u>	All batsmen shall wear protective gear. This shall consist of pads, abdominal protectors, gloves and helmet. The wicket keeper shall wear similar equipment and shall also wear a helmet if they are standing up.
<u>Close Fielding</u>	No player shall field closer than 10 yards from the batsman except behind the wicket on the off side. These close fielders shall wear protective gear consisting of abdominal protectors and helmets.
<u>Umpiring</u>	The batting team shall provide an umpire at the bowling end. The fielding team shall provide the square leg umpire.
<u>Coaching</u>	Teams are required to provide a coach and an assistant coach. One must umpire while the other supervises the children waiting to bat. Coaches should avoid constant resetting of fields or interference in the game.
<u>Results</u>	<p>A score book is to be kept by both teams. The home team book will be deemed the official book. A score sheet and “player of the match” shall be completed after the match and signed by both coaches. This shall be forwarded to BCB office by noon on the day following the game to info@cricket.bm fholmes@cricket.bm or fax to BCB at 292-8959 earl@islandstats.bm dburgess@bermudasun.bm ddechabert@royalgazette.bm sharpemike56@yahoo.com</p> <p>Failure to forward this information may result in forfeiture of points for both teams.</p>
<u>Scoreboards</u>	The home team shall keep a scoreboard where at all possible, updated after each ball.
<u>Rainouts</u>	Teams shall make every effort to play games per the schedule in spite of the weather. Where conditions are agreed as unplayable by both coaches, the game shall be rescheduled to take place within 7 days of the date of the original fixture. The coaches shall notify the BCB of the intention to reschedule the game. If this proves not to be possible and/or no results sheet is received by the BCB prior to the following weeks matches, the match will be considered a draw and the points awarded accordingly to each team.