



## Player Development League Rules

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

<b><u>Age Limit</u></b>	There is no age limit for this league. The players are to be predominately youth players with some senior recreation level players.
<b><u>Registration</u></b>	All players shall have completed a BCB Players Registration Form.
<b><u>Hours of Play</u></b>	<b>Saturdays 1:40 pm.</b> Drinks break after 20 overs. 20-minute rest break between innings. The first innings must finish by 4:15 pm regardless of whether 40 overs have been bowled. The team batting second shall have the same number of overs available to them as the first team. Scheduled close is 7 pm.
<b><u>Late Starts</u></b>	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.
<b><u>Clothing</u></b>	Players shall wear white clothing. Long pants are required. Girls may wear cricket skirts.
<b><u>Ball</u></b>	<b>Regular cricket ball</b> to be used. Use balls issued by BCB only. Balls to be new at the start of each innings.
<b><u>Toss</u></b>	Decision to bat or field shall be by coin toss by the two captains.
<b><u>Pitch Length</u></b>	<b>22 yards.</b> Use regular sized stumps at each end.
<b><u>Boundary Line</u></b>	Set boundary Line at approximately <b>60 yards</b> from the wicket.
<b><u>Number of Players</u></b>	<b>11 players</b> per team. <b>Minimum</b> numbers to be <b>6 players</b> .
<b><u>Competition Points</u></b>	Win/Opposition Default: 4 points. Tie: 3 points each No result: 2 points, (game rained out after minimum 15 overs bowled to team batting second) Loss: 1 point Default: 0 points.
<b><u>Innings Length</u></b>	Games are restricted to <b>40 overs per team</b> , 6 balls per over. For games reduced by weather or other factors, divide playing time in half and calculate overs based on a rate of 20 overs per hour. If a team batting first is bowled out within the 40 overs, the team batting second shall have the full 40 overs to reach the score.
<b><u>Bowling Restriction</u></b>	Maximum number of overs per bowler to be 8. For games reduced by late starts, weather, or other factors, the maximum number of overs a bowler may bowl shall be calculated by: <b>[Total Number of Overs/5 then round to nearest whole number]</b> (i.e. 13 over match = $13/5 = 2.6 = 3$ overs per bowler).

<b><u>Bowlers Run-up</u></b>	Maximum length of run-up to be restricted to 15 yards.
<b><u>Wides</u></b>	Per the laws of cricket. An additional run(s) shall be added to the score for wides as well as an extra ball bowled.
<b><u>No-Balls</u></b>	Per the laws of cricket. An additional run(s) shall be added to the score for no-balls as well as an extra ball bowled.
<b><u>Score Restriction</u></b>	<p>The maximum number of runs a batsman can score is limited to <b>100 runs</b> after which time the batsman must retire. Runs scored in taking the total up to and above the 100 total still count (i.e. maximum possible score is 105 if a 6 is hit while on 99 runs).</p> <p>A batsman who has retired in this manner may resume <b>if the team is bowled out within the allocated overs.</b></p>
<b><u>LBW</u></b>	The laws of cricket as they relate to leg before wicket shall apply to this grade of cricket.
<b><u>Protective Gear</u></b>	All batsmen shall wear protective gear. This shall consist of pads, abdominal protectors, gloves and <b>helmet</b> . The wicket keepers shall wear similar equipment and shall also wear helmets if they are keeping up to the stumps.
<b><u>Close Fielding</u></b>	No player shall field closer than 6 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.
<b><u>Umpiring</u></b>	The batting team shall provide an umpire at the bowling end. The fielding team shall provide the square leg umpire.
<b><u>Coaching</u></b>	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.
<b><u>Results</u></b>	<p>A score book is to be kept by both teams. The home team book will be deemed the official book. <b>A score sheet shall be completed after the match and signed by both coaches. This shall be forwarded to BCB offices by noon on the day following the game.</b> Failure to forward this information may result in forfeiture of points for both teams. Coaches are required to collect the “player of the match” trophies from the BCB office before each game and the players name must be submitted with the score card to the <b>BCB office by noon on the day following the game:</b></p> <p><a href="mailto:info@cricket.bm">info@cricket.bm</a>  <a href="mailto:fholmes@cricket.bm">fholmes@cricket.bm</a> or fax to BCB at 292-8959  <a href="mailto:earl@islandstats.bm">earl@islandstats.bm</a>  <a href="mailto:dburgess@bermudasun.bm">dburgess@bermudasun.bm</a>  <a href="mailto:ddechabert@royalgazette.bm">ddechabert@royalgazette.bm</a>  <a href="mailto:sharpemike56@yahoo.com">sharpemike56@yahoo.com</a></p> <p>Failure to do so may result in forfeiture of points for both teams.</p>
<b><u>Scoreboards</u></b>	The home team shall keep a scoreboard where at all possible, updated after each ball.
<b><u>Rainouts</u></b>	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.