

JUNIOR RULES

1. General

All matches will be played in accordance with the Laws of cricket as set down by the MCC/ ECB and Bolton League rules except where these have been varied by these rules.

Specific rules apply to certain age groups

2. Structure

The Bolton Cricket League Junior Section Sub Committee shall consist of the FIVE representatives elected annually at the BCL Full AGM, which one will be Junior Chairman and one a representative to the Full BCL Committee.

The Junior Section Sub Committee shall be responsible for the day to day running of Junior Cricket. Full Junior meetings with clubs will every Two months or as and when needed.

Amendments to rules regarding Junior Cricket shall be included in the amendments process for changes to Senior Cricket rules.

Requests for a waiver of rule from a club will be dealt with at the next scheduled General Committee Meeting.

The R & C Committee can still consider a waiver of a senior fixture at the request of the ECB or LCB but only when both Bolton League Clubs have agreed to alternative arrangements.

3. Code of conduct & the Spirit of Cricket

The following amended versions of the ECB “code of conduct” and “spirit of cricket” will apply within the league, and in accordance with ECB guidelines, any failure to comply with the provisions of these rules of play, within or in connection with a fixture organised by the league may lead to disciplinary action.

ECB code of conduct (including amendments which apply within the league). The ECB and the league are committed to maintaining the highest standards of behaviour and conduct. This code of conduct incorporates the spirit of cricket as set out below. It applies to all matches played under the auspices of

the ECB and the league.

Captains (within the ECB Code of Conduct) are responsible at all times for ensuring that play is conducted within the spirit of cricket as well as within the laws. Within the Bolton Junior Cricket League this responsibility at all times rest with the team managers, not with the captains.

Players and team officials must at all times accept the umpires decision. Players must not show dissent at the umpires decision or react in a provocative or disapproving manner towards another player or spectator. Players and team officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or a spectator.

Players and team officials shall not use crude and or abusive language (known as sledging) not make offensive gestures or hand signals nor deliberately distract an opponent. Players and team official shall not make racially abusive comments nor indulge in racially abusive actions against fellow players, officials, members and supporters.

Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.

4. Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws, but also within the spirit of the game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains (in the ECB Code of Conduct). Within this league, this major responsibility will rest with team managers, not with captains.

5. Responsibility of team managers

The team managers are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

6. Player's conduct

In the event of any player failing to comply with the instruction of an umpire, criticising his decision by word or action, showing dissent or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first instance report the matter to the other umpire and to the player's team manager, requesting the latter to take action.

7. Fair and Unfair Play

According to the laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the team manager to take action where required.

- Umpires are authorised to intervene in cases of:
 - Time wasting
 - Damaging the pitch
 - Dangerous or unfair bowling
 - Tampering with the ball
 - Any other action they deem to be unfair
 - The Spirit of the game involves respect for
 - Your opponents
 - Your own captain and team
 - The role of the umpire
 - The games traditional values
 - It is against the Spirit of the game:
 - To dispute an umpires decision by word, action or gesture
 - To direct abusive language towards and opponent or umpire
 - To indulge in cheating or any sharp practice for instance
 - To appeal knowing the batsman is not out
 - To advance toward the umpire in an aggressive manner

when appealing

- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation on one's own side.

8. Violence

There is no place for any act of violence on the field of play.

9. Players

Team managers and umpires set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

10. Player membership

Players must hold membership of the club for which they play and can only be registered at any one club at any one time and only play for a Bolton League club.

No player may play for more than one Bolton League club in any Bolton league cup age group competition during the same season, however clubs players may also play in other leagues and cups for their BCL Registered Club.

Junior Players can only be nominated for trial and play for Bolton League Age Group representative sides unless The Bolton League do not run representative sides at that age group. Players must be under the age group age at midnight on 31 August in the year preceding the current season to compete in the relevant age group league or cup.

Girls may be aged up to one year older than the age group in which they play.

Transfers of Junior Players will be under the same process as transfers of Senior Players. Except for a district or interleague player may only transfer to another club (where a district or interleague manager is a member) when the transfer form is signed by the LCB Cricket Co-ordinator (Bolton) – for district cricket and the age group secretary for an interleague

player.

Coloured clothing will be allowed with the prior approval of the Bolton League Committee but all players must be wearing the same.

11. Bowling

The ECB fast bowling directive will apply in all matches, to all players.

12. Fielding / Wicket Keeping

All wicket keepers will wear a helmet when standing up to the stumps when keeping wicket in matches and in practice. Under 9 wicket keepers must wear a helmet at all times if a hard ball is being used.

At under 9, 11, 13 all fielders standing in front of the batsman must be a minimum of 10 metres from the bat when the batsman strikes the ball. At Under 15 and 18 fielders must be a minimum of 8 metres away. Should a player come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back. This distance applies even if the player is wearing a helmet.

13. Batsmen

All batters must wear a helmet when batting against a hard cricket ball in matches and in practice.

14. Winning Team

A team who score the most runs wins a match

A match is tied if the runs scored are equal at the end of the match.

In the event of two or more clubs finishing on equal points at the top of a league table , the championship shall be decided by a play off.

The winner of a cup tie where scores are equal shall be the team which has lost the least wickets and if that's the same it shall be completely replayed but the venue reversed.

The winning team will be awarded 2 points

1 point each will be awarded for a tie

1 point will be awarded where there is "no result" eg. Where the game has been unable to take place as a result of poor weather or other extenuating circumstances and every effort has been made to play the game.

If a team fails to honour a fixture it will receive no points and the opposition will be awarded 2 points as for a winning team.

Once a club has committed to play in an age group it must fulfil all the fixtures otherwise the results administrator or R and C will issue the following penalties:

1 game - written warning

2 games – written warning

3 games -written warning

4 games -Fine £15

5 games and thereafter - 1 point deducted from 1st and 2nd teams

15. Umpires and scorers

Each club is responsible for appointing a competent scorer and umpire for each match. Umpires to attend a basic umpires course before they can umpire junior matches

16. Participation

Each club must enter one team in at least 3 Age groups out of the 9, 11, 13 and 15 .

Under 18s will be a voluntary midweek one day 20-20 competition.

17. Administration

Each member club shall pay a £100 subscription to the Bolton League by April 1st each year by cheque or club direct debit/standing order included in the cost of participating in the Bolton Cricket League and this is to be earmarked for coaching, courses and Junior interleague.

Fixtures and Results are to be entered onto CricHQ. CricHQ requires full names to be entered. Under 9 and 11 requires the basic result recording and under 13s and above

require a full scorecard.

Home teams are responsible for reporting the match result. All results to be TEXT to the results co-coordinator on the day with results placed in CricHQ no longer than 3 days after the match. Any delays must be reported to the League Results Administrator who will be able to impose penalties as required.

Cup and league fixtures will be produced and published once Clubs have confirmed their Age group and League and Cup playing intentions on or before 14th January each year to enable fixtures to be produced for the handbook.

The Cup Fixtures dates published are play ON dates but clubs may bring forward a cup fixture forward provided both clubs agree to do so and this is confirmed by both clubs to the League Results Administrator by email.

Junior Player registrations are to be done using the CricHQ Registrations system which is also used for Senior Player registrations. Juniors will also require identification documents to be uploaded and approved

League Results Administrator become the first point of contact to settle any disputes .

A Managers Meeting will be held before the season starts in April.

19. Matches, cancellations

Managers or coaches whether umpiring or not can only “coach” when the ball is dead. Mid match coaching should be brief and not hold the game up particularly when failing light is an issue.

At under 9 ,11 and 13's coaching is allowed at any time in the match.

At under 15 coaching is allowed in between overs and fall of wicket and no coaching is permitted at under 18.

League fixtures to be played on the dates assigned to them in the fixture list and can be reversed if both clubs agree to do so and this is confirmed by both clubs by email to Results Administrator at **boltonjuniorcricketleague@hotmail.com**

The finals of league cup competitions are to be played on

the host clubs full-size playing area, the wicket being on the main square.

Excepting Junior Cup Finals, which must be played on grass pitches, all Bolton league Junior Cricket may be played on an artificial wicket if the home club so wishes. All grass pitches to be prepared on or adjacent to the club squares.

Junior cup Finals will be played at 1 pm or can be brought forward if both teams agree to do so and both clubs confirm this by email to the Age group secretary and the results administrator.

A minimum of three games must be completed for that day's results to stand; otherwise all matches will be regarded as draws. This applies to under 13,15 and 18 cricket.

Match cancellations are for weather/pitch reasons only and should be communicated to the opposition in sufficient time to prevent travel where possible.

In all Junior matches the umpires shall decide if a game should start or continue when there is doubt with regards to the pitch or weather. If the umpires disagree then the status quo shall be maintained. Umpires should at all times bear in mind the safety of the players, and the damage likely to be caused to the pitch and to the clubs square if play starts or continues in adverse weather conditions.

All cancelled under 9 and under 11 matches should be replayed where possible .

A minimum of seven players is required to start a game (excluding under 9 and 11's) and a time limit of 30 minutes after the starting time to elapse before the opposing team may claim the game.

Away sides can offer to host the fixture if the home side cannot find a suitable date.

Where one team believes that the opposition are refusing to play or replay a game, that team can appeal to the age group secretary for the awarding of the win points.

Cup matches are to continue at the next available evening or opportunity. Morning games by 10.am or earlier and league matches not later than 10.45. Cup matches are to be completed

at least 1 hour before the start of a Senior match

Junior matches affected by over runs or reserve days of Senior Bolton League cup competitions may re-arrange affected fixtures.

Clubs fulfilling semi-finals and finals of LCB or ECB competitions may re-arrange affected fixtures with their opponents selecting the alternative date and venue. The results administrator need to be informed once these have been fixed

Substandard Umpiring shall be reported to the R & C committee.

Substandard Junior facilities pitch or playing area should be reported to the Ground committee .

In all Junior matches the boundary must be at least 25 yards from any part of the pitch.

20. Rules for under 9 League

Games will normally be played on Monday evening at 6 pm

- Pitch 18 yards
- Junior or Normal size stumps
- Youth incrediball unless both sides agree to hard ball or kwik cricket ball
- Ideally 8 a side pairs cricket, 4 overs per pair and bowlers minimum of two and maximum of three overs.
- The wicket keeper may bowl.
- Duration 16 overs , maximum of 8 balls per over. Pairs change at end of over 4,8 and 12.
- Unlimited lives with each life results in the loss of 4 runs from the total. Batsmen change ends except on last ball of over. In the event of a run out the striker shall return to the non-strikers end irrespective of who was actually run out.
- Alternatively 6 a side can be played with 12 over matches. Pairs change at end of 4 and 8. Bowlers minimum of 2 maximum of 3 overs.
- Each wicket loses 6 runs, matches start on 200, winner is

team with most runs after deducting for fall of wickets.

21. Rules for the under 11 League

Games will normally be on Wednesday evening at 6 pm

- Pitch 20 yards
- Youth hard ball 4 ½ Oz
- Pairs cricket 8 a side
- Duration of 16 overs, pairs change after over 4,8 and 12. Maximum 8 ball overs, players must bowl a minimum of 2 overs with maximum of 3 overs.
- Wicket keeper cannot bowl
- A substitute (for injury etc) shall only act as a non- striker whilst his team is batting so the live batsmen receives continuous strike. Such substitute may only field and not bowl and his share of overs to be shared between the other players without exceeding their allocation.
- In the event of any team being unable to field 8 players (unless a player is injured during the game), the points or cup tie shall be forfeited to their opponents.
- Each wicket loses 6 runs, matches start on 200, winner is team with most runs after deducting for fall of wickets.

22. Rules for under 11 Cup

Rules as per under 11 league except

- An incomplete game shall be completely replayed if less than 10 overs of the second innings has been completed.
- The final will be played as a 20 over match, pairs cricket, 5 overs per pair and pairs change after over 5, 10 and 15. Bowlers minimum 2 overs maximum of 4 overs and maximum 8 ball overs .

23. Rules for the under 13 League

Winners receive Clitheroe Memorial Trophy and runners up receive the Lansdale Trophy.

Games normally played on Sunday mornings 10.00 am start or earlier by mutual agreement but must not continue beyond the over in progress at 12.30 pm. Evening matches shall commence at 6 pm.

11 a side Rules

- Pitch 21 yards
- Format 11 a side , one innings per side
- Duration 20 overs but in order to achieve a result:
- Overs are reduced by 1 over every six minutes for a delayed start to a minimum of 10 overs
- The run rate for the first batting side shall be on their full innings and shall be based on their full allotted overs (ie. a side declaring or dismissed shall be assumed to have batted their full overs). The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- No bowler may bowl more than 4 overs.
- A Batsman to retire when they have scored 30 runs. Note if the last scoring stroke takes a batsman past any stated retirement mark in any under 13,15,18 or third team format the extra runs are to be credited.
- Prize qualifications (League matches only)
- Batting: best average from a minimum five innings and at least 150 runs.
- Bowling: Best average with at least 10 wickets taken.
- Wicket keeping : most dismissals
- Fielding: most catches (minimum of Five, wicket keeping catches excluded)

10 a side pair Rules

- Pitch 21 yards
- Youth hard ball 4 ½ Oz
- Pairs cricket 10 a side
- Duration of 20 overs, pairs change after over 4,8,12 and 16
Maximum 8 ball overs, players must bowl a minimum of 2 overs with maximum of 3 overs.
- Wicket keeper cannot bowl
- A substitute (for injury etc) shall only act as a non- striker whilst his team is batting so the live batsmen receives continuous strike. Such substitute may only field and not bowl and his share of overs to be shared between the other players without exceeding their allocation.
- In the event of any team being unable to field 10 players (unless a player is injured during the game), the points or cup tie shall be forfeited to their opponents.
- Each wicket loses 6 runs, matches start on 200, winner is team with most runs after deducting for fall of wickets.

24. Rules for under 13 Cup (All Teams)

Winners receive the Harrison Cup and runners up receive the Hutchinson cup

Rules as per the under 13 League competition with the following additions and exceptions.

- An incomplete game shall be completely replayed if less than 10 overs of the first innings have been bowled.
- Duration 20 overs (up to and including semi-final) but in order to achieve a result:
- Overs are reduced by 1 over every six minutes for a delayed start to a minimum of 10 overs
- The run rate for the first batting side shall be on their full innings and shall be based on their full allotted overs (ie. a

side declaring or dismissed shall be assumed to have batted their full overs). The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.

- The final shall be played on the basis of 25 overs each side, with no bowler allowed to bowl more than five overs.
- If the final becomes a reduced game it will be subject to a minimum of 13 overs being completed in the first and second innings.
- Batsmen do not have to retire.

25. Rules for under 15 League

Winners receive the Baldwin Trophy.

Games normally played on Monday evenings at 6 pm

- Pitch 22 yards and a full size Senior Ball to be used
- Format 11 a side , one innings per side
- Duration 20 overs but in order to achieve a result:
- Overs are reduced by 1 over every six minutes for a delayed start to a minimum of 10 overs
- The run rate for the first batting side shall be on their full innings and shall be based on their full allotted overs (ie. a side declaring or dismissed shall be assumed to have batted their full overs). The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- No bowler may bowl more than 4 overs.
- A Batsman to retire when they have scored 40 runs.
- Prize qualifications (League matches only)
- Batting: best average from a minimum five innings and at least 200 runs.

- Bowling: Best average with at least 12 wickets taken.
- Wicket keeping : most dismissals
- Fielding: most catches (minimum of five, wicket keeping catches excluded)

26. Rules for under 15 Cup

Winners receive the Mervyn Porter Trophy

Rules as per the under 15 League competition with the following additions and exceptions:-

- An incomplete game shall be completely replayed if less than 10 overs of the first innings have been bowled.
- Duration 20 overs (up to and including semi-final) but in order to achieve a result:
- Overs are reduced by 1 over every six minutes for a delayed start to a minimum of 10 overs
- The run rate for the first batting side shall be on their full innings and shall be based on their full allotted overs (ie. a side declaring or dismissed shall be assumed to have batted their full overs). The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- The final shall be played on the basis of 25 overs each side, with no bowler allowed to bowl more than five overs.
- If the final becomes a reduced game it will be subject to a minimum of 13 overs being completed in the first and second innings.
- Batsmen do not have to retire.

27. Rules for the Under 18 League (one day 20:20)

The winners receive the Sykes Challenge Cup .

Runners up receive the J. D. Bond cup

- Games normally played on Wednesday evening 6.15 pm

start.

- Rules as per the under 15 League completion.

28. Rules for the under 18 Cup competition.

The winners receive the Jake Tatlock Trophy.

Games normally played on Wednesday evening 6.15 start.

- Rules as per the under 15 cup except the final is again a 20 over match and the same rules for reduced game and run rate apply as per the under 15 cup.