



## **Youth Cricket YEAR 9-11**

### **Please read in conjunction with the General Rules**

#### **1. Preamble**

- A) Matches will be played as 30 over games
- B) To the extent there is any conflict between these rules and The MCC Laws of Cricket, the Counties-Manukau Junior Cricket rules will take priority. In those instances where no rule is written to cover the situation, the MCC Laws of Cricket will apply.

#### **2. Equipment**

- A) A full length (20.12m) pitch shall be used.
- B) The stumps to be used are the wooden type with two bails. Each team is to provide one set.
- C) 156 gram Kookaburra Red King, Kookaburra Crown, and Kookaburra Practice. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the start of each innings. A Kookaburra 156g Commander (composite) ball can be used in damp/wet ground conditions by mutual agreement between the coaches/umpires. Exactly the same ball type must be used in both innings i.e. Red King/Crown/Practice OR the Commander ball.
- D) Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is 50 metres. The home team provides and sets out the cones for the boundary.

#### **3. Team Size**

- A) A team may consist of 11-13 players with a maximum of 11 players allowed on the field at any one time.
- B) The minimum number of players deemed necessary to constitute a team for each game shall be 7 players.

#### **4. Hours of Play**

- A) Games play shall commence at 8.45 am. The first ball of the last over must be bowled before 12.50pm.
- B) The toss should take place at 8.30 am. Teams must have a minimum of 7 players present at this time or they forfeit the toss. The punctual team chooses whether to bat or bowl first. If they bat first, they bat for their full complement of overs. If they elect to field, the late team only bats to the revised number of overs. This is calculated by reducing overs faced by 1 over for every 3.5 minutes they are late.
- C) A maximum break of ten minutes is allowed between innings.
- D) Players should not leave the field of play during a drinks break and must not exceed two minutes.
- E) When a game is abandoned due to rain, 14 overs are to be bowled in the second innings to constitute a game. The winner will be the team with the higher run rate.
- E) The innings of the team batting first must not proceed past 10.40, the scheduled cut-off time, or 30 overs, whichever comes first. Play for the team batting second will recommence at 10.50.

#### **5. Bowling and Over Limitations**

- A) The maximum number of overs per bowler shall be 5 in a game for a 30 over game and 4 for a T20 game.
- B) At least 6 bowlers must bowl in an innings in both formats.
- C) An over consists of 6 balls, with a maximum of 8 deliveries if extras (wides and no-balls)



are bowled.

- D) Pitches are required to be marked with 2 lines (approx. 20 cm long), both sides of the outside stumps at 60 cm and 90 cm indicating the lines for the calling of wides. Any ball that passes the batter more than 90cm outside the off stump and 60 cm outside the leg stump and does not touch the bat or batter's equipment shall be deemed a wide.
- E) Any ball that passes over the shoulder of the batter (in their normal batting stance) on the bounce, or over the waist on the full shall be called a no ball.
- F) Any delivery that bounces more than twice before the popping crease shall be deemed a no ball.
- G) Any delivery that deviates after hitting the edge of the artificial wicket shall be deemed a wide ball followed immediately by a call of dead ball (one run will be scored for the wide, but batters cannot run and cannot be dismissed).

## **6. Batting**

Players must retire at the end of the over in which they reach 100.

## **7. Fielding**

- A) A maximum of 11 players can field at any one time.
- B) No fielder, except the wicketkeeper and any offside slips are permitted within 10m of the facing batter. This is to ensure safety of fielders.

## **8. Restrictions on Dismissals**

The following means of dismissal do not apply:

- Timed out – except when a player refuses to wear a helmet
- Run out of the non-striking batter by the bowler (Mankad)

## **9. Results**

Refer to Rule 3 in the Junior Grade General Rules for instructions on entering results into CricHQ.