

# South Derbyshire Cricket Development Group

Website [www.southderbyscricket.co.uk](http://www.southderbyscricket.co.uk)



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## SDCDG Under 11 Hardball Rules 2018

1. The Competition is open to any Member Club and will be administered by South Derbyshire Cricket Development Group. Each team entered will pay a subscription as defined annually at the AGM to be paid by 31st March
2. Players:
  - 2.1. Boys up to and including school year 6 (i.e. born on or after 1.9.2007) will be eligible for this competition.
  - 2.2. Girls up to and including school year 8 (i.e. born on or after 1.9.2005, under 13) will be eligible for this competition.
  - 2.3. Registered Disabled players up to and including school year 8 (i.e. born on or before 1.9.2005) will be eligible for this competition
  - 2.4. If a club enters more than 1 team in the league, Team A must have at least 5 nominated players before the season starts, who are considered their strongest players and will not be allowed to play in Team B.
  - 2.5. It is permissible to promote players from Team B to Team A as required
  - 2.6. Teams fielding ineligible players will have the match/s concerned awarded in full to the opposition (2 pts) Note! It is the responsibility of the team manager to establish if a player is the correct age.
3. The result of each match must be reported on [play-cricket.com](http://play-cricket.com) by both teams within 5 days. The HOME team WILL notify the Under 11 Coordinator of a postponed, abandoned or cancelled match.
4. Misconduct, infringement of any rule, interpretation of any rule, or any other matter not provided for within these rules, to be dealt with by South Derbyshire District Development Group whose decision will be final.
5. The competition is governed by the DCB Discipline procedure.
6. Playing Rules
  - 6.1. Matches
    - Teams to consist of 8 players
    - Matches to be played on Sunday Mornings and commence at 10:00am.



- Each club should provide an umpire and a scorer.
- Each game to consist of 1 innings of 16 x 6 ball overs per side.
- The pitch will be 17 yards in length. Flexibility on how this rule is implemented in terms of the use of spring back stumps, bowling from one end, etc is encouraged to give this rule precedence over other conflicting requirements.
- A junior ball (4<sup>3/4</sup> ozs) will be used. The fielding team provide their own ball which must be of good quality.
- The stumps will be 27" above the ground and 8" wide.
- The decision to bat first is to be decided by the toss of a coin.

## 6.2. Batting

- Batting players will bat in pairs. Each pair will face 4 overs irrespective of how many times they are dismissed. Batsmen will change ends so that any dismissed batsman does not face the next delivery.
- In the event of a team being short, the opposing manager has the right to nominate player/players who may bat twice. The nomination should be made after the side that are short have had 10 overs of their innings.
- Batting player can not be out LBW

## 6.3. Bowling and Fielding

- Bowlers shall be limited to a maximum of 3 overs with a maximum of a 12 yard run up.
- No fielder (except the wicket-keeper) may field closer than 11 yards, measured from the middle stump, except behind the wicket on the off side
- Each player on the fielding side **MUST** bowl at least one over with the exception of the wicket-keeper (the bowling exception applies to the player who started the game as wicket keeper). The wicket-keeper **MAY** bowl if required.
- Wide and no ball will be 2 penalty runs with no extra ball to be bowled during the game apart from the last over of each innings which shall be one run penalty and the extra ball is bowled.

## 6.4. Playing conditions

M.C.C. laws of cricket 2017 Code will apply. Guidance on the interpretation and application of the new 2017 Code in so far as it applicable to competitions organised by South Derbyshire Cricket Development Group is attached as Appendix 1  
Umpires to use discretion

## 7 Scoring

Teams will start with 200 runs. Scoring will be as in normal cricket: - except 8 runs will be deducted for each dismissal

Note: Scorers should acknowledge all the umpires signals. Umpires and scorers should consult if there is any doubt as to the number of runs awarded by the umpire.

## 8 Points

Two Points will be awarded to the winning side. One point to each side in the event of a game being abandoned or cancelled due to the weather.



## 9 Competition winners

The competition winners shall be the team securing the highest number of points. In the event of a tie on points, the league the winners will be the side that has scored the most runs per wicket. If still a tie then the side scoring the most runs will win the competition.

From time to time play off's may be arranged to maximize the opportunity for competition. Where such arrangements are implemented, the play off matches shall be arranged by streaming based on league position at the end of the regular season. The play off matches will accumulate points in accordance with clause 8. above.

In the event of a "Play Off" competition; no player may play in any play off matches unless they have played for that team in the regular season competition.

Updated

Draft 15 January 2009

26.4.2007

24.1.2008 as agreed at 17.1.08 meeting

7 January 2010

5 January 2011

3 January 2012

January 2013

7/4/14

1/1/15 Draft 1

8/4/15

27/3/16 2016 Draft 1

21/4/17

8/4/18 Draft 1

12/4/18



## **Appendix 1 – M.C.C. laws of cricket 2017 Code, Interpretation and Application for South Derbyshire Cricket Development Group.**

All new laws should be adopted, including the following adaptations/interpretations:-

Law 2 – Play will be suspended if one umpire deems it unfit – only resumed if BOTH agree

Law 6 – at u11 and u13 level any ball passing outside the return crease shall be deemed wide. In addition at u15 level - any ball that pitches outside the legside will be called wide

Law 8 – pitch lengths for SDCDG matches as agreed at previous meetings

Law 19 – Site screens should always be outside the boundary and the roped off area should be sufficiently large to accommodate both left and right arm bowlers – ie the boundary rope should not be moved if the sitescreens have to be. Players cannot take off outside the boundary rope to take a catch inside the field of play

Law 21 – ball over head height after pitching is a NO BALL. Byes or leg byes off a no ball should be counted as such ie one no ball and 4 byes. No ball called if ball bounces more than twice by the time it reaches the popping crease. A ball bouncing off the track will be called a wide.

Law 23 – No Ball - If a No Ball has been bowled – Byes/Leg Byes which may result are to be recorded as such plus the No Ball being debited against the bowler.

Wide – All runs to be debited against the bowler & recorded as Wide Balls

Law 30 – once any items e.g. bat or foot have made ground and batsmen continued forward momentum they have made ground even if in the air when the bails are dislodged

Law 31 – Batsman can only be recalled by the UMPIRES providing they have not left the field of play

Law 33 – fielder must have made their last contact with the ball and ground inside the boundary in order to take the catch

Law 36 – simultaneous hit on bat and pad will assume the bat made contact first and therefore not out LBW

Law 38 – can be run out off a helmet

Law 39 – can be stumped off a helmet

Law 41 – Full tosses and short pitched deliveries – u11 and u13 2 warnings and then removed from attach.

U15 – one warning then removed next time it occurs

Law 42 - Behaviour of players needs to be managed by umpires/coaches on the field of play by the following. L1 and 2 misdemeanors - player will be spoken to by the umpire/coach and told to refrain. He or she will then be warned after a repeat that next time they will be removed. Any further repetition will mean they can no longer take further part in the game

