



GCA - UNDER 13 LEAGUE - 2014

Team Pairs Cricket

REGULATIONS

The Laws of Cricket Shall Apply With The Following Exceptions:

1. The pitch shall be **21 yards** in length.
2. The ball shall be 4¾ ozs (whenever possible).
3. Each Team shall comprise of 11 players. Players must be born on or after 1st June 2001.
4. Each game will consist of 1 innings per side with each innings **being of 25 overs duration** (may be reduced if time does not allow or for bad weather).
5. The batting side shall be divided into pairs, **only 5 pairs shall bat**. Each pair will bat for 5 overs. Pairs shall change after each 5-over block.
6. Batsmen shall have unlimited “lives” (dismissals) but each “**life**” (dismissal) shall result in **10 runs being deducted from the total**.
7. Batsmen shall change ends after each dismissal except on the last ball of the over.
8. **Each player on the fielding side MUST BOWL at least 2 overs, with the exception of the wicket-keeper who is not allowed to bowl**. No bowler shall bowl more than 3 overs, except in the case where there has been an injury to a member of his team and he has been chosen to bowl an extra over **by the captain of the batting side** (please see regulation number 11 below).
9. **Each TEAM shall commence its innings with a score of two hundred (200) runs.**
10. **The winning team** shall be the side scoring the higher number of runs after deductions for dismissals (the fall of wickets) have been made. If scores are equal then the eleven players on each side shall each bowl one delivery from the bowler’s end at the stumps at the batting end. The team scoring the most hits shall be the winner. Hits from no balls shall not count and the delivery shall not be re-bowled.

11. A **substitute** shall be allowed to take the place of an injured player. Such substitute shall only act as a non-striker while his team is batting. In such circumstance the “live” batsman shall receive strike continuously. The captain of the fielding side shall nominate the player that the substitute shall be a batting partner (the live batsman) with. It is therefore imperative that the umpires and the captain of the fielding side are notified of any such injury before the start of the innings. Such substitute shall only act as a fielder when his team is fielding. Any overs that would have been bowled by the injured player shall be bowled by 2 players (or one player if only one over) nominated by the captain of the batting side (a player must be chosen for each over). In no circumstances should a player be allowed to bowl more than three overs (3).
12. A **wide delivery** shall result in the batting side being awarded 2 runs plus whatever byes have been scored off of it. A wide delivery shall not be re-bowled except in the last over of each innings when 2 runs shall be awarded and the delivery re-bowled.
13. A **no ball** shall result in the batting side being awarded 2 runs plus whatever additional runs have been scored off of it. **A no ball that is also a wide delivery** shall be doubly penalized and the batting side shall be awarded 2 runs for the no ball, plus 2 runs for the wide delivery, plus whatever byes have been scored off of it. A no ball shall not be re-bowled **except during the last over of each innings in the case of the no ball also being a wide delivery**, when 2 runs shall be awarded for the no ball, plus 2 runs for the wide delivery, plus any byes that that have been scored and the delivery re-bowled.
14. **POINTS ALLOCATION:** 10 points for the winning team of each match. 0 points for the losing team of each match. 5 points each for a no result.
15. **BONUS POINTS:** The fielding side shall be awarded 1 point for every four dismissals achieved during the innings (e.g. if they took 13 wickets then the side gets 3 bonus points). The batting side shall be awarded 1 point for every 20 runs in excess of 200 runs scored after all deductions have been made for dismissals (e.g. if they scored 320 runs for 5 dismissals [5 x 10 = 50 runs to be deducted] then their final total would be 320 – 50 = 270. So they would get 70 divided 20 = 3 bonus points). No fractions of bonus points shall be awarded.
16. **REDUCTION OF OVERS – A minimum of 10 overs per side will comprise a match.** That is each pair will bat for a minimum of 2 overs and each bowler will bowl a minimum of 1 over.
17. **REDUCTION OF OVERS - BOWLING:** If time is lost for bad weather then the game may be reduced at the rate of 4 minutes per over. In the case where the total overs are reduced then **each player on the fielding side MUST BOWL at least one over, with the exception of the wicket-keeper**. No bowler shall bowl more than 3 overs (some players will bowl 1 over

and some will bowl 2 overs or some will bowl 2 overs and some will bowl 3). **Example:** if the total overs available are 22 then 8 players will bowl 2 overs and 2 players will bowl 3 overs. If the total available overs are 17 then 7 players will bowl 2 overs and 3 players will bowl 1 over. **Please see table below:**

<u>Total Overs</u>	<u>Players Bowling</u>		<u>overs</u>
	<u>To Be Bowled</u>	<u>3 overs</u>	<u>2 overs</u>
25	5	5	0
24	4	6	0
23	3	7	0
22	2	8	0
21	1	9	0
20	0	10	0
19	0	9	1
18	0	8	2
17	0	7	3
16	0	6	4
15	0	5	5
14	0	4	6
13	0	3	7
12	0	2	8
11	0	1	9
10	0	0	10

18. REDUCTION OF OVERS - BATTING: In the case where the total overs are reduced then the overs that each pair shall bat shall be calculated by dividing the total number of overs by 5 then adding a remaining over to as many of the pairs as possible. **Example:** if there are a total of 23 overs available then divide 23 overs by 5 pairs = 4 overs plus 3 remaining. Therefore an over can be added to 3 pairs so that 3 pairs will bat 5 overs each and 2 pairs will bat 4 overs each. If there are a total of 17 overs available then divide 17 overs by 5 pairs = 3 overs plus 2 remaining. Therefore an over can be added to 2 pairs so that 2 pairs will bat 4 overs each and 3 pairs will bat 3 overs each. **Please see table below:**

<u>Total Overs</u>	<u>Number</u>	<u>Of Pairs</u>	<u>Batting</u>	
<u>To Be Bowled</u>	<u>5 overs</u>	<u>4 overs</u>	<u>3 overs</u>	<u>2 overs</u>
25	5	0	0	0
24	4	1	0	0
23	3	2	0	0
22	2	3	0	0
21	1	4	0	0
20	0	5	0	0
19	0	4	1	0
18	0	3	2	0
17	0	2	3	0
16	0	1	4	0
15	0	0	5	0
14	0	0	4	1
13	0	0	3	2
12	0	0	2	3
11	0	0	1	4
10	0	0	0	5

19. **The first pairs always bat the most overs in a reduced overs game.**

20. **In a Reduced Overs Game** – if the overs are reduced before the start of the match and both teams have the opportunity to bat the same number of overs then as stated in point number 9, each team shall commence its innings with a score of 200 runs. However, if only the overs of the side batting second is reduced then that team shall start its innings with a score of 200 less 8 runs for each over deducted. **Example: if the side batting second loses 4 overs due to rain then it shall begin its innings with 200 less 32 (8 runs by 4 overs) = 168 runs.**

21. **In a Reduced Overs Game** – where the overs of the side batting second is less than that of the side batting first then **the New Target Score shall be calculated by determining the run rate of the team that batted first and then multiplying that by the overs to be batted by the team batting second and adding one.** Example; if Team A batted 25 overs and made a score of 275 runs after all deductions for wickets and team B will bat only 21 overs. Then the New Target of the team batting second shall be calculated by dividing 275 by 25 overs = 11 runs per over multiplied by 21 overs = 231 plus 1. New Target = 232 runs. (remember that team B would begin its innings with a score of 168 runs (not 200 runs).

22. **In a Reduced Overs Game – Batting Bonus Points** shall be awarded for every 20 runs scored in excess of the starting score after all deductions have been made. **Bowling Bonus Points** remain the same as stated prior.
23. **Scorers** are to record each time a batsman loses his wicket in that batsman’s scoring row (where his personal runs are scored) by putting a W and the appropriate abbreviation to denote how he was out, e.g. B for bowled or C for caught or RO for run out or LBW and drawing a circle around it. So if a batsman is bowled W – B should be recorded and circled. The figure 1 (one) should be placed in the “how Out” column for each dismissal and the total number of dismissals should be noted when that pair of batsmen have had their quota of overs.
24. **Scorers** should also circle the total at the fall of each wicket and put a **W** in the bowler’s column as normal.
25. **Fielding Restriction – no player is allowed to field closer than 15 yards from the bat other than in the slips positions and at the discretion of the Umpire.** Groundsmen are required to mark the 15-yard circle in which fielders are not allowed to field.

Players Code of Conduct

Teams will have 2 points deducted from whatever points gained during the competition for each of the following:-

1. Littering of the venue
2. Being Improperly dressed
3. In-disciplined behavior
4. Late arrival at the venue.
5. Players showing **dissent** to Umpiring decisions.
6. **Coaches** showing **dissent** to Umpiring decisions (**4 points will be deducted**).
7. Being unattended by a coach/manager.
8. Slow Over Rate