

LCF Girl's U13s HB League - Rules and Regulations (T20) 2024

1. TITLE

- 1.1. The title of the competition will be the LCF Girls U13s HB League

2. MANAGEMENT

- 2.1. The control of the competition shall be undertaken by the LCF with the aim of this competition is to provide an opportunity for club cricketers to play more matches at a suitable level.
- 2.2. All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.
- 2.3. This competition will use Pairs cricket as the default but clubs can choose to play T20 if they wish to do so using the rules below.

3. COMPETITION STRUCTURE

- 3.1 The fixtures will be released on Monday 5th February on Play Cricket.
- 3.2 The LCF will provide dates, but clubs can change dates & times if both clubs agree. Any changes should be amended on the LCF Play-Cricket site; <https://lcfcomps.play-cricket.com/home>
- 3.3 All fixtures and results will be managed through the Play-Cricket website.
- 3.4 The HOME team is responsible for amending the Ground on play cricket at least 7 days prior to the fixture. Fixtures may be reversed if clubs have problems with ground arrangements, but they must inform Melissa Kay and the Umpire Appointments one week prior to the match.
- 3.5 The team that finishes top of the league will be crowned champions.

4. ELIGIBILITY

- 4.1. The league shall be open to all clubs which are affiliated to the LCF and Cumbria.

5. QUALIFICATION & REGISTRATION OF PLAYERS

- 5.1. The transfer of players is not allowed once the season has begun unless it is approved by the LCF.
- 5.2. Players to be registered via clubs Play Cricket prior to the first game of the season.
- 5.3. If more than 1 team is entered by a club, the club shall make it clear which players are in each team.
- 5.4. The League is for players aged 13 years or younger (Year 8). However, a player that is aged 14 (year 9) may play down under the following conditions:
 - 5.4.1. They are not in the Regional or County set up for the 2024 season.
 - 5.4.2. It is to aid the development of the player e.g. they have just started hardball cricket.

6. TEAMS

- 6.1. Each captain shall nominate 8 players on the Official ECB Team sheet at the toss. Both Teams can play with more or less players if it is agreed beforehand.
- 6.2. If one team has more than 8 players, you can rotate fielders, so they are included in the game.
- 6.3. If both teams agree, the extra player can bowl or bat in the game in place of another

7. CRICKET BALLS

7.1. LCF will provide Pink Newbury balls for this league.

8. CLOTHING & SIGHTSCREENS

8.1 All players are encouraged to wear coloured trousers and shirts in this League.

8.2 As a pink ball is being used white or black sightscreens can be used.

9. UMPIRES & SCORERS

9.1. Each team should provide a suitable person to umpire – this could be either:

9.1.1. A qualified umpire.

9.1.2. An ECBACO member.

9.1.3. A coach / non-playing member of their club who is competent with the laws of cricket.

10. COMPETITION RESULTS

10.1. It is the responsibility of the winning team to enter the result and full scorecard details onto Play-Cricket website within 24 hours of the conclusion of the match.

10.2. Wherever possible, the two teams involved shall make every effort to complete the match on the scheduled date, if necessary, at reduced overs.

10.3. Win: In a match consisting of a minimum of 5 overs each innings, the team that scored more runs than the opposition wins.

10.4. A tie is acceptable. A tied game is when both teams have scored the same amount of runs.

Win	A minimum of 5 overs per innings, the team scoring more than the opposition wins	3
Loss	Opposite of win	0
Tie	Both teams scores are equal	2
Abandoned	Play possible but fewer than 5 overs bowled by each team	1
Cancelled	No play possible	1
Conceded	Opposition team concedes game	3

10.5 If more than 1 team finishes top on points after all matches, Clubs will be ranked using the following criteria, in the order given:

10.5.1 Number of points scored between 2 sides when playing each other (including abandoned matches)

10.5.2 Average points from completed but not cancelled or abandoned matches.

11. CODE OF CONDUCT

11.1. All clubs must adhere to the MCC 'Spirit of Cricket'.

T20 Cricket

PLAYING CONDITIONS – Laws of Cricket 2017, 1st edition

1. Pitch

The length of the pitch will be 19 yards, with a maximum boundary of 45 meters (50 yards) from the middle of the wicket (some venues may vary due to limitations).

2. Duration

Each team shall bat for 20 overs unless they are all out earlier.

Each innings shall last for no longer than 1 hour and 15 minutes.

Innings will be separated by a 15 minute interval, unless interruptions have occurred where the umpires can waive / amend this interval time.

If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for their full allocated 20 overs.

No drinks intervals shall be permitted in any innings.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

3. Helmets and Protective headwear

ECB guidelines on helmets and protective headwear shall be adhered to during all matches in this competition.

4. Batter & Bowlers

A maximum of four overs will be allowed per bowler. If the number of overs in the innings is reduced prior to or during the innings due to weather conditions or previous agreement, then this maximum overs per bowler will be reduced to one fifth of the overs now available (rounded up to the next whole number if not a whole number).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in the new bowler's limit.

Batters will retire at 25, however they will be allowed to return after their side has had 7 batters either dismissed or retired. If more than one batter has retired, they must return in the order they originally batted. A batter will retire when the ball is dead and all runs scored off the delivery where they have reached 25 shall be scored.

Please note: If a team does not field 8 players, no retired batters will be permitted to return to the crease.

5. Junior Fielding Restrictions

For U13 players: no player will be allowed to stand closer than 11 yards and 8 yards from the middle of the wicket respectively, until the batter has played the ball. This is with the exception of the wicket keeper and fielders on the off-side behind the wicket.

The umpire should ensure these restrictions are not breached and must stop the game until the distance is correct.

6. Fitness of Play (Ground Conditions & Light)

All references to ground include the pitch. See Law 7.1 (Area of pitch.)

It is solely for the umpires to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

7. Delay or Interruption – First Innings

Prior to matches commencing both teams shall agree a cut off time for matches to be completed.

If playing time has been lost the revised number of overs shall be based on a rate of 16 overs per hour in the total time available for play.

The revision of the number of overs should ensure, where possible, that both teams have the opportunity of batting for the same number of overs.

The team batting second should not be allocated more overs than the team batting first.

As soon as the total minutes playing time remaining is less than the completed overs faced by team 1 multiplied by 3.8, then the first innings is terminated.

8. Delay or Interruption – Second Innings

When playing time has been lost and, as a result, it is not possible for the team batting second to complete its allocated overs in the playing time available, the number of overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Fractions of overs should be ignored for this purpose.

In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

A fixed time shall be specified for the close of play by applying a rate of 16 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

The number of overs for the team batting second shall not be reduced due to the team batting first being dismissed in fewer overs than they were allocated.

To constitute a match a minimum of 5 overs per innings should be available.