

## LCF Girls U13's League 2024

### Rules for Pairs Cricket

#### **1. TITLE**

- 1.1. The title of the Competition shall be the LCF Girls' U13s League.

#### **2. MANAGEMENT**

- 2.1. The control of the competition shall be undertaken by the LCF (Melissa Kay; [MKay@lacashirecricket.co.uk](mailto:MKay@lacashirecricket.co.uk))
- 2.2. All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

#### **3. COMPETITION STRUCTURE**

- 3.1. Clubs will be put into 1 of 2 leagues, playing home and away. Fixtures will be randomly generated.
- 3.2. The team that finishes top of the league will be crowned champions.
- 3.3. Games are 8 a side hardball pairs but if both teams agree, a T20 game can be played instead, and this will constitute as a league fixture.
- 3.4. The LCF will provide fixture dates but clubs can change dates & times if both clubs agree. Any changes should be changed on the LCF Play-Cricket site; <https://lcfcomps.play-cricket.com/home>

#### **4. ELIGIBILITY**

- 4.1. The competition shall be open to all clubs, which are affiliated to the Lancashire Cricket Foundation

#### **5. QUALIFICATION OF PLAYERS**

- 5.1. A player may only represent one club. If a player moves clubs, Melissa Kay needs to be informed and Play Cricket updated.
- 5.2. It is an U13's League (Year 8 or below). However, a player that is aged 14 (Year 9) may play down under the following conditions:
- 5.2.1 They are not in the Regional or County set up for the 2023 season.
- 5.2.2 It is to aid the development of the player e.g. they have just started hardball cricket and would be beneficial to play with girls of similar age rather than the U15s or open age.

#### **6. TEAMS**

- 6.1. In pairs cricket, 8 players are required.
- 6.2. If teams have 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
- 6.4. Coaches and non-players (other than a physio) are not permitted to enter the field of play at any time once play has commenced (except if umpiring).

#### **7. CRICKET BALLS**

- 7.1. The LCF will provide all fixtures with 4 3/4oz balls.

#### **8. UMPIRES**

- 8.1. Each team should provide a suitable person to umpire – this could be either:
- 8.1.1. A qualified umpire.
- 8.1.2. An ECBACO member.
- 8.1.3. A coach / non playing member of their club who is competent with the laws of cricket.

#### **9. SCORERS**

- 9.1 It is the responsibility of each team to provide a nominated scorer for all matches.

#### **10. COMPETITION RESULTS**

- 10.1 All clubs are encouraged to also enter their results onto Play-Cricket within 24 hours of the completion of the match.

## **Pairs Cricket**

### **PLAYING CONDITIONS – Laws of Cricket 2017, 1<sup>st</sup> edition**

#### **11. Pitch**

- 11.1 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).

#### **12. Duration**

- 12.1. Each game shall consist of one innings per side.
- 12.2. Each innings shall be of 16 overs durations.
- 12.3. Wides and no balls will score two penalty runs but no extra ball will be bowled. This does not include the last over of each innings which must have 6 fair deliveries in the over. 2 runs will still be scored for wides and no balls.
- 12.4. No drinks intervals shall be permitted during any innings unless agreed by the coaches (e.g. during hot weather).
- 12.5. 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/ coaches.

#### **13. Batters**

- 13.1. The batting side shall be divided into pairs. Each pair shall bat for 4 overs. Pairs shall change at the end of the 4th, 8th and 12th overs.
- 13.2. Each team shall commence its innings with a score of TWO HUNDRED RUNS.
- 13.3. Batters shall have unlimited "lives" but each wicket shall result in 5 runs being deducted from the total.
- 13.4. Batters shall change end at the fall of each wicket except on the last ball of an over.

#### **14. Bowlers**

- 14.1. Each player on the fielding side MUST bowl, with the exception of wicket keeper. No player shall bowl more than 3 overs. However, if both teams agree beforehand, you can use the following:
- 14.1.1. Minimum of 5 bowlers with a maximum of 4 overs per bowler
- 14.1.2. Wicket keepers may bowl under the normal overs rule.

#### **15. Junior Fielding Restrictions**

- 15.1. For U13's 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.
- 15.2. The umpire should ensure these restrictions are not breached and must stop the game until the distance is correct.

#### **16. Helmets and protective headwear**

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

#### **17. Fitness of Play (Ground Condition & Light)**

- 17.1. 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.

**18. Result of a match**

- 18.1. Win: In a match consisting of a minimum of 4 overs each innings, the team that scored more runs than the opposition wins.
- 18.2. A tie is acceptable. A tied game is when both teams have scored the same amount of runs.

**19. Results**

- 20.1 3 points will be awarded for a win, 2 for a tie, 1 for an abandoned or cancelled match.
- 20.2 At the end of the league stage, if two or more teams have the same number of points the following shall apply:
  - 20.3 The head-to-head results
  - 20.4 The higher net run rate across the league