

LCF GIRLS U11 SOFTBALL LEAGUE RULES 2024

1. TITLE

The title of the competition shall be the LCF Girls U11 Softball League (Stripes and Stars)

2. MANAGEMENT

The control of the competition shall be undertaken by the Lancashire Cricket Foundation.
All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

3. COMPETITION STRUCTURE

The competition is a softball pairs 8 a side competition.
Teams will be placed in 2 geographical groups. Fixtures can be festival style days (multiple games played on the same day) or individual matches to get the fixtures played.
The team that finishes top of the league will be crowned champions of the geographical group

4. ELIGIBILITY

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

5. QUALIFICATION OF PLAYERS

A player may only represent one club. If a player moves clubs, Melissa Kay needs to be informed and Play Cricket updated. A player may represent a club in the league if they are Under 11 years of age (Year 6). A player who is aged 12 (Year 7) can play in the league under the following conditions.

They are not in the County set up for the 2023 season.

It is to aid the development of the player e.g., they have just started playing cricket

6. TEAMS

8 players are required in each match (You can play with 6 or 7 but please inform the opposition with as much notice as possible). You can change the starting 8 for each match when in a festival day.
If teams have more than 8 players, you can substitute fielders, so they are included in the game.
If both teams agree, the extra player/s can bowl or bat in the game but this must be agreed before the match has started.
If both teams or one team has 6 or 7 players, 1/2 players can bat a second time.

7. CRICKET BALLS

Pink or Orange junior size Incrediballs should be used.

8. UMPIRES & SCORERS

Each team should provide a suitable person to umpire – this could be either:
A qualified umpire.
An ECBACO member.
A coach / nonplaying member of their club who is competent with the laws of cricket.
It is recommended that Play-Cricket Scorer app is used, free digital scoring via mobile or tablet devices, an easy way to score recreational cricket and to encourage new scorers.

9. SCORERS

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

10. RESULTS

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

PLAYING CONDITIONS

11. PITCH

Two sets of wickets, the length of the pitch will be 17 yards for U11's.
The boundary will be a maximum of 40 yards either side of the wicket.

12. THE START

Two teams toss a coin to decide which team has the choice of either batting or fielding first.

13. THE GAME

Each game shall consist of one innings per team, each innings to be agreed depending upon time and space available, (minimum will be 8 overs and maximum would be 16 overs).

14. BATTING & SCORING

The batting side shall be divided into pairs, every pair will bat for an equal amount of overs, 4 pairs will constitute a full innings.

All overs MUST be bowled despite the team batting second passing the first innings total.

Each team starts batting with a score of 200 runs.

Each time a batter is out, 5 runs are deducted, and the other batter of the pair faces the next ball (except run outs where batters will not need to change ends).

A batter may be out bowled, caught, run out, stumped, hit wicket.

There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.

Runs will be scored in the normal way, as will byes. 2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled.

15. BOWLING & FIELDING

Bowling will take place from one end only unless a 16 over game is played. In this case the first 8 overs will be from one end and the other 8 over from the other.

A minimum of 5 bowlers must bowl in an innings regardless of number of overs.

8 overs- minimum of 5 bowlers with a maximum of 2 overs per bowler

12 overs- minimum of 5 bowlers with a maximum of 3 overs per bowler

16 overs- minimum of 5 bowlers with a maximum of 4 overs per bowler

Bowling should be legal over arm.

All fielders, including the wicketkeeper, must rotate fielding positions at the end of each over.

No fielder may field within 15 yards of the wicket, measured from the middle stump except behind the wicket on the offside. A fielder may move into the restricted area to make a catch or field a ball provided she was outside the area when the stroke was made.

ECB Fast Bowling Directives do not apply in this league.

16. RESULT OF A MATCH

The team with the highest score wins.

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

3 points will be awarded for a win, 2 for a tie, 2 for abandoned and 1 for cancelled match.

In the event of bad weather on a scheduled festival date, a new date will be arranged. If this is not possible, all fixtures for that round will be classed as abandoned and all teams will be awarded 2 points per game.

At the end of the league stage, if two or more teams have the same number of points the following shall apply:
The head-to-head result (points first then if still tied, run rate in the head to head)