



12&U Youth League Rules (Hard Ball)

The MCC laws of cricket (including the spirit of cricket) shall apply with the following modifications listed below for the 12 & under league. **The emphasis on this grade of cricket should be on participation and skill development, not on winning.** Coaches should give all players an opportunity to participate.

<u>Age Limit</u>	Players must be 12 years of age or younger on 1st September 2026 (Born on or after 1st September 2014). Exception: Girls may be 14 or younger (born on or after 1st September 2012).
<u>Registration</u>	All players must complete the BCB Youth Players Registration Form here - https://cricketbermuda.com/youth-leagues/
<u>Hours of Play</u>	Saturday mornings 9:30am to 2:00pm (or an agreed date/time if there is a field availability issue). The first innings must finish by 11:30 am regardless of start time or whether 25 overs have been bowled. The team batting second shall have the same number of overs available to them as the first team.
<u>Late Starts, Cancellations & Postponements</u>	If the minimum 8 players are not in place within 30 minutes of the scheduled start time, the game is declared lost by default by that team. 24 hours' notice must be given between teams if a match is to be cancelled or a postponement is arranged. We want to encourage a 'just play' spirit to increase match time.
<u>Clothing</u>	Players should wear a white or Club shirt with long cricket white pants preferred.
<u>Ball</u>	142g 4 ¾ oz. piece red balls to be used. Balls to be new at the start of each innings.
<u>Toss</u>	Decision to bat or field shall be by coin toss by the two captains.
<u>Pitch Length</u>	18 yards. Use practice stumps at one end and mark crease lines with chalk or paint.
<u>Boundary Line</u>	Set the boundary line at approximately 50 yards from the center of the cricket pitch.
<u>Number of Players</u>	11 players per team. Minimum numbers to be 8 players.
<u>Innings Length</u>	Games are restricted to 25 overs per team , 6 balls per over. For games reduced by weather or other factors, calculate overs based on a rate of 15 overs per hour. If a team batting first is bowled out within the 25 overs, the team batting second shall have the full 15 overs to reach the score. If a team batting second overtakes the opponents score before the allocated number of overs, play may continue to allow as many players as possible the opportunity to bat and bowl (coaches to use discretion regarding time of game).
<u>Bowling</u>	Bowlers will bowl from both ends - changing at the end of each over.
<u>Bowling Restriction</u>	Maximum number of overs per bowler to be 5. For games reduced by late starts, weather, or other factors, the maximum number of overs a bowler may bowl shall be calculated by: [Total Number of Overs/5 then round to nearest whole number] (i.e. 13 over match = 13/5 = 2.6 = 3 overs per bowler).

<u>Bowlers Run-up</u>	Maximum length of run-up to be restricted to 15 yards.
<u>Wides</u>	Wide balls shall be considered outside the reach of batsmen (on either side of the wicket) standing in a regular stance and playing with a regular cricket stroke. An additional 2 runs shall be added to the score for wide ball. There will be an extra delivery to a maximum of 8 deliveries in the over. A wide cannot be given on the last ball of any innings. The innings must be completed with a legitimate delivery.
<u>No-Balls</u>	An additional 2 runs shall be added to the score for a no-ball as well as the batsman receiving a free hit on the following delivery. A batsman can only be dismissed by being run out on a no-ball. There will be an extra delivery to a maximum of 8 deliveries in the over. The innings must be completed with a legitimate delivery. No-balls are balls where: Bowler over-steps the crease Bowler throws the ball Ball reaches the batter over waist height on the full, Ball reaches the batter over shoulder height on the bounce, and Balls that bounce more than twice prior to reaching the batter (2 bounces OK, 3 bounces = no ball).
<u>Score Restriction</u>	The maximum number of runs a batsman can score is limited to 50 runs after which time the batsman must retire. Runs scored in taking the total up to and above the 50 total still count (i.e. maximum possible score is 55 if a 6 is hit while on 49 runs). A batsman who has retired in this manner may resume if the team is bowled out within the allocated overs.
<u>LBW</u>	The laws of cricket as they relate to leg before wicket shall apply to this grade of cricket.
<u>Protective Gear</u>	All batsmen shall wear protective gear. This shall consist of pads, abdominal protectors, gloves and helmet. The wicket keeper must wear protective equipment and must wear a helmet if they are standing up. Players are required to wear cricket shoes without spikes.
<u>Close Fielding</u>	No player shall field closer than 10 yards from the batsman except behind the wicket on the off side. These close fielders shall wear protective gear consisting of abdominal protectors and helmets.
<u>Umpiring</u>	The batting team shall provide an umpire at the bowling end. The fielding team shall provide the square leg umpire. Umpires must switch after each over.
<u>Coaching</u>	Teams are required to provide a coach and an assistant coach/manger. One must umpire while the other supervises the children waiting to bat. Coaches should avoid constant resetting of fields or interference in the game.
<u>Results</u>	A score book is to be kept by both teams. The home team book will be deemed the official book. A score sheet shall be completed after the match and signed by both coaches. This must be posted on the league WhatsApp chat following the game. Please highlight individual performances.
<u>Scoreboards</u>	The home team shall keep a scoreboard where at all possible, updated after each ball.
<u>Rainouts</u>	Teams shall make every effort to play games per the schedule in spite of the weather. Where conditions are agreed as unplayable by both coaches, the game shall be rescheduled to take place within 7 days of the date of the original fixture. The coaches shall notify the BCB via the U12 league WhatsApp chat of the intention to reschedule the game - https://chat.whatsapp.com/ly35BTdjh0Flw4n5ft5Q45