



15&U Youth League Rules

MCC laws of cricket (including the spirit of cricket) shall apply with the following modifications listed below for the 15 & under league. Coaches should do their best to give all players an opportunity to participate.

<u>Age Limit</u>	Players must be 15 years of age or younger on 1 st September 2026. (Born on or after 1 st September 2011). Exception: Girls may be aged 17 or younger (born on or after 1 st September 2009)
<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 afternoons, 2:30pm to 7:00 pm (or an agreed date/time if there is a field availability issue). The first innings must finish by 4:30 pm regardless of start time or whether 30 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 7 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 encourage a 'just play' spirit to increase game time.
<u>Clothing</u>	Players should wear a white or Club shirt with long cricket white pants preferred.
<u>Ball</u>	156g 4-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>	22 yards. Use regulation stumps on both ends and, if needed, mark crease lines with chalk or paint.
<u>Boundary Line</u>	Set the boundary line at approximately 50 yards from the wicket.
<u>Number of Players</u>	11 players per team. Minimum numbers to be 7 players .
<u>Competition Points</u>	Outright Win/Opposition Default: 6 points. Tie: 3 points each No result: 2 points, (game rained out after minimum 10 overs bowled to team batting second) Loss: 1 point Default: 0 points.
<u>Innings Length</u>	Games are restricted to 30 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 30 overs, the team batting second shall have the full 30 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 agree this prior to the start of the game and to use discretion regarding the timing of game).
<u>Bowling</u>	Bowlers will bowl from both ends - changing at the end of each over.
<u>Bowling Restriction</u>	Each bowler may bowl a maximum of 6 overs. If a match is shortened due to a late start, weather, or other reasons, the maximum overs per bowler will be worked out by dividing the total overs in the shortened match by 5 and rounding up to the nearest whole number. <i>Example:</i> In a match reduced to 13-overs, $13 \div 5 = 2.6$ rounding up to 3. So, each bowler may bowl a maximum of 3 overs. A bowler cannot bowl more than one fifth of the overs.

Bowlers Run-up

No run-up restrictions.

Wides

In U15 cricket, a wide is a ball that passes where a batter could not reasonably be expected to hit it with a normal cricket stroke from their original stance.

Off side - More generous than adult cricket

- Call a wide **only when the ball is clearly out of reach** of a normal forward or backfoot shot.
- A useful visual: About **a bat-width outside the batter's reach**; **NOT** the painted adult wide line.

Leg-side

- If the ball passes outside the batter's leg stump and batters initial stance.
- Ignore exaggerated movements by the batter:
 - Stepping across
 - Falling over
 - Reverse-scooping
 - Movement to create a leg side wide

An additional (1) run shall be added to the score for wide balls and an extra delivery bowled.

No-Balls

An additional (1) run shall be added to the score for no-balls, as well as the batsman receiving a free hit on the additional delivery (batsman can only be dismissed by being run out). For the free hit - no field changes are allowed unless the striker changes ends.

No-balls are balls where:

- a) Bowler over-steps the crease
- b) Bowler throws the ball
- c) Ball reaches the batter over waist height on the full,
- d) Ball reaches the batter over shoulder height on the bounce, and
- e) Balls that bounce more than twice prior to reaching the batter (2 bounces OK, 3 bounces = no ball).

Score Restriction

The maximum number of runs a batsman can score is limited to **100 runs** after which time the batsman must retire. Runs scored in taking the total up to and above the 100 total still count (i.e. maximum possible score is 105 if a 6 is hit while on 99 runs). A batsman who has retired in this manner may resume **if the team is bowled out within the allocated overs**.

LBW

The laws of cricket as they relate to leg before wicket shall apply to this grade of cricket.

Protective Gear

All batters must 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. On concrete/matting wickets players **MUST** wear cricket shoes without spikes. On turf wickets players may wear spikes.

Close Fielding

No player shall field closer than 10 yards when fielding in front of the batter. When behind the wicket on the off side (wicketkeeper, slip, gully), they are allowed to field closer to the batter. The wicketkeeper must wear protective gear consisting of a helmet, and other items if desired, when keeping up to the wicket. The use of common sense by the umpires is encouraged.

Umpiring

Umpires will stand at one end, with the bowling switching to alternate ends after each over.

Coaching

Teams are required to provide a coach and an assistant coach. One of the coach or assistant coach must umpire while the other supervises the children waiting to bat. Coaches should avoid constant resetting of fields or interference in the game.

Results

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.

Scoreboards

The home team shall keep a scoreboard where at all possible, updated after each ball.

Rain Delay

For a delay in the game, coaches will agree on the number of reduced overs for each team.

Rain Cancellation

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 before the final fixture of the league season. The coaches shall notify the BCB via the U15 league WhatsApp chat of the intention to reschedule the game -

<https://chat.whatsapp.com/ly35BTdjh0Flw4n5fT5Q45>