



9&U Youth League Rules

The MCC laws of cricket (including the spirit of cricket) shall apply with the following modifications listed below for the 11 & under league. **The emphasis on this grade of cricket should be on participation, not on winning.** Coaches should give all players an opportunity to participate.

<u>Age Limit</u>	Must be 9 years of age or younger on 1 st September 2024. (Born on or after 1 st September 2015). Exception: Girls may be 11 or younger (born on/after 1 st Sept. 2013).
<u>Registration</u>	All players shall have completed a BCB Youth Players Registration Form (online).
<u>Hours of Play</u>	Monday evenings, 5:15 pm to 7:30 pm. The first innings must finish by 6:30 regardless of start time or whether 15 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</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.
<u>Clothing</u>	Players shall wear a colored team shirt with white pants or shorts.
<u>Ball</u>	Soft-core type cricket ball to be used. Use balls issued by BCB only. Balls to be new at the start of each innings. A hard cricket ball is not to be used.
<u>Toss</u>	Decision to bat or field shall be by coin toss by the two captains.
<u>Pitch Length</u>	16 yards. Use practice stumps at one end and mark crease lines with chalk or paint.
<u>Boundary Line</u>	Set boundary Line at approximately 40 yards from the center of the pitch.
<u>Number of Players</u>	11 players per team. Minimum numbers to be 8 players .
<u>Competition Points</u>	Win/Opposition Default: 4 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 15 overs per team , 6 balls per over. For games reduced by weather or other factors, divide playing time in half and calculate overs based on a rate of 15 overs per hour. If a team batting first is bowled out within the 15 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 should 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>	In order to save time, all bowling shall take place at one end of the field. The batsman shall change ends at the end of each over. End to be used shall be per mutual agreement of both coaches.
<u>Number of Bowlers</u>	All players to bowl at least one over. Maximum number of overs per bowler to be 2 (no bowler shall bowl more than 1 over until all players have bowled at least one over). 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 10 yards .
<u>Wides</u>	Wides shall be signaled by the umpire - 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. When a wide is called by an umpire 2 runs will

be awarded and an extra delivery bowled. There will be a maximum of eight balls in an over, except that the innings cannot end on a wide delivery.

No-Balls

No - balls shall be signaled by the umpire. When a no-ball is called by an umpire 2 runs will be awarded and an extra delivery bowled. There will be a maximum of eight balls in an over, except that the innings cannot end on a no-ball. Players cannot be out to no-balls with the exception of run-outs (not stumpings). No-balls are balls where:

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

First Ball Outs

No player shall be out first ball or run-out without facing a ball. Players who are out in this manner may remain batting until the next out.

LBW

Not applicable at 9&U level.

Score Restriction

The maximum number of runs a batsman can score is limited to **20 runs** after which time the batsman must retire. Runs scored in taking the total up to and above the 20 total still count (i.e. maximum possible score is 25 if a 6 is hit while on 19 runs). A batsman who has retired in this manner may resume **if the team is bowled out within the allocated overs.**

Time Restriction

The maximum time a batsman can remain at the crease is **30 minutes**, regardless of their score. After this point they are to retire. A batsman who has retired in this manner may resume **if the team is bowled out within the allocated overs.**

Last Batsman

Coaches are mandated to rotate batsman from game to game so that the same player does not always bat last. This is to ensure equal participation of players.

Umpiring

The batting team shall provide an umpire at the bowling end. The fielding team shall provide the square leg umpire. The benefit of the doubt in decisions shall go to the batsman.

Coaching

Teams are required to provide a coach and an assistant coach. One must umpire while the other supervises the children waiting to bat. The fielding team may have a coach on the field of play to instruct players; the square leg umpire may perform this function. Coaches are not to handle the ball or otherwise interfere with the play. Coaches should avoid constant resetting of fields.

Results

Directly after each game please email rsimons@cricket.bm with the final scores for each team.

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 shall be forwarded to BCB office by noon on the day following the game to info@cricket.bm**

Failure to forward this information may result in forfeiture of points for both teams.

Scoreboards

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

Rainouts

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 of the intention to reschedule the game. If this proves not to be possible and/or no results sheet is received by the BCB prior to the following weeks matches, the match will be considered a draw and the points awarded accordingly to each team.