

Cumbria Junior Cricket League - Rules of Play, 2009

(Including section 2 - "Code of conduct" & "The Spirit of Cricket" which are based on sections taken from the ECB model discipline regulations)

This Rules of Play document, the Constitution and the following four documents....

- Disciplinary procedures for Clubs within a League (section 4 only)
- League discipline regulations
- Guidelines for conducting disciplinary hearings and appeals
- Sentencing guidelines

....will govern the Cumbria Junior Cricket League and it's competitions.

Any modification to these documents may only be made at an AGM or EGM.

(Copies of each of these documents can be obtained on request from the Secretary or Fixtures Secretary)

1. General

- All matches will be played in accordance with the laws of cricket as set down by the MCC, except where these have been varied by these rules.
- Any amendments to the rules of play can only be made only at an AGM / EGM, with any such amendment requiring a simple majority to be deemed as carried.
- Specific rules applying to certain age groups:

Under 15

- League matches will follow the traditional format of the game
- The Under 15 League Cup will be organised on a knockout basis, played in pairs with 10 players per team, with each pair batting for 4 overs, and batters changing ends at the loss of a wicket. Each team will start with a score of 200 runs, with runs scored being added to the total, and 5 runs being deducted from the total for each wicket lost.

Under 13

- League matches will follow the traditional format of the game
- The Under 13 League Cup will be organised on a knockout basis, played in pairs with 10 players per team, with each pair batting for 4 overs, and batters changing ends at the loss of a wicket. Each team will start with a score of 200 runs, with runs scored being added to the total, and 5 runs being deducted from the total for each wicket lost.
- The CJCL Under 13 Ten10 Cup Competition will be organised on a knockout basis in accordance with the rules specified in appendix one.

Under 11 League Matches

- Matches of 20 overs will be played on a pair's basis, with 10 players per team, and each pair will bat for 4 overs. Batters will change ends at the loss of a wicket. Each team will start with a score of 200 runs, with runs scored being added to the total, and five runs being deducted from the total for each wicket lost.

Under 11 League Cup Matches

- Matches will be played following the traditional format of the game with 11 players per team, and be organised on a knock out basis.

2. Code of Conduct & The Spirit of Cricket

- The following amended versions of the ECB "code of conduct" and "spirit of cricket" will apply within the league, and in accordance with ECB guidelines, any failure to comply with the provisions of section 2 of these rules of play, within or in connection with a fixture organised by the league may lead to disciplinary action.
- ECB code of conduct (including amendments which apply within the league)
 - The ECB and the league are committed to maintaining the highest standards of behaviour and conduct. This code of conduct incorporates the spirit of cricket, as set out in section 2c below. It applies to all matches played under the auspices of the ECB and the league.
 - Captains (*within the ECB Code of Conduct*) are responsible at all times for ensuring that play is conducted within the spirit of cricket as well as within the laws. ***Within the Cumbria Junior Cricket League this responsibility at all times will rest with team managers, not with captains.***
 - Players and team officials must at all times accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or a spectator.
 - Players and team officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or a spectator.
 - Players and team officials shall not use crude and / or abusive language (known as "sledging") nor make offensive gestures or hand signals nor deliberately distract an opponent.
 - Players and team officials shall not make racially abusive comments nor indulge in racially abusive actions against fellow players, officials, members and supporters.
 - Players and team officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
 - Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.

c) Spirit of Cricket

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws, but also within the spirit of the game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains. (in the ECB Code of Conduct). **Within this league, this major responsibility will rest with team managers, not with captains.***

- There are two laws which place the responsibility for the team's conduct firmly on the captain team manager as indicated below:

Responsibility of team managers

The team managers are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

Player's conduct:

In the event of any player failing to comply with the instruction of an umpire, criticising his decision by word or action, showing dissent or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's team manager, requesting the latter to take action.

- ii. Fair and Unfair Play
According to the laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the team manager to take action where required.
- iii. The Umpires are authorised to intervene in cases of:
 - Time wasting
 - Damaging the pitch
 - Dangerous or unfair bowling
 - Tampering with the ball
 - Any other action that they consider to be unfair.
- iv. The Spirit of the Game involves RESPECT for:
 - Your opponents
 - Your own captain and team
 - The role of the umpires
 - The game's traditional values
- v. It is against the Spirit of the Game:
 - To dispute an umpire's decision by word, action or gesture
 - To direct abusive language towards an opponent or umpire
 - To indulge in cheating or any sharp practice, for instance
 - a) appeal knowing the batsman is not out
 - b) advance towards an umpire in an aggressive manner when appealing
 - c) seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

(Attention is drawn to the fact that breaches occurring in respect of this clause (v.) are specifically referred to by the ECB in section 1b of the sentencing guidelines.)
- vi. Violence
There is no place for any act of violence on the field of play.
- vii. Players
Team managers and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

3. Players

- a) Players must hold membership of the club for which they play.
- b) Players must be under 15, 13 or 11 years of age at midnight on 31st August in the year preceding the current season to compete in the U15, U13 & U11 competitions respectively. Girls must be under 17, 15 or 13 and therefore can be up to 2 years older
- c) No player may play for more than one club at **the same** age group in the league in one season.
- d) Players may change clubs after the end of the season, or at any other times where sanctioned in advance by the committee. The club wishing to play a person who has appeared for another club in the same season is responsible for seeking the approval of the committee.
- e) Specific rules applying to certain age groups:
Under 11:
It is essential that the best batters face the best bowlers.
If a team is short of players the opposition will select those who bat twice.

4. Fixtures

- a) Fixtures will be arranged by a nominated member of the committee and will be published to members in writing by March 30th each year.
- b) Cup competition matches and league semi finals & finals are scheduled on the fixture list, and dates may not be re-arranged, except in the event of bad weather where the re-arranged fixture must then be played at the very earliest opportunity by agreement of the two team managers. (See rule 4c)
- c) Matches which are permitted (Cup Competitions Only – League fixtures cannot be rearranged) to be re-arranged must have their re-arrangement organised to comply with the "play on or before date" specified in the fixture list, and reversal of venues is both permitted and encouraged if this enables the game to be concluded by the specified date. Should Managers be unable to agree re-arrangement details in accordance with this rule, the Manager of the team with home advantage must notify the League Secretary before the "play on or before date" has expired. The matter will then be voted upon by the Committee, who will have the power to set a date & venue when the game is to be played, or where this is not possible to arrange, the Committee will have the power to instruct that that game is forfeited by both teams.
- d) Cup matches that cannot be played (i.e. due to rain/County matches) must be rearranged to the mutual agreement of both team managers to be played no later than 10 days after the original fixture date. Any failure to adhere to this ruling will be referred to the league committee for their guidance.
- e) If a team cannot honour a fixture for reasons other than bad weather, they must contact their opponents and the secretary at least 2 hours before the fixture to explain the reasons. In such a situation the match will be conceded. (see rule 12a)
- f) Any team who fails to honour three or more fixtures in one season for reasons other than weather will be deemed to have withdrawn from the league.
- g) Specific rules applying to certain age groups:

Under 15

- i. 2009 league structure initially comprises of Two Regional Leagues (East/West). Everyone plays each other once before each league splits into Premier and Division One for remaining 3-4 fixtures.
The two 'Premier League' winners will contest the play-off final whilst the two 'Division One' winners will play off for an U15 Plate.
- ii. Under 15 matches will be played on Friday evenings, commencing no later than 6pm.

- iii. The only reason for an under 15 league game being re-arranged is to enable a team to play in a County Cup match on the day when the league match was due to occur. In such a circumstance the league match should be re-arranged by agreement of the two team managers, and any such re-arrangement must be organised to comply with the requirements of rule 4c.

Under 13

- iv. 2009 league structure comprises Premier and Division One Leagues in the East of the County. In the West, where there are fewer teams, all teams will play each other once before the league splits into Premier and Division One for remaining 3 fixtures. The two 'Premier League' winners will contest the play-off final whilst the two 'Division One' winners will play off for an U13 Plate.
- v. Under 13 matches will be played on Sunday mornings, commencing no later than 10.30am.
- vi. The only reason for an under 13 league game being re-arranged is to enable a team to play in a County Cup match on the day when the league match was due to occur. In such a circumstance the league match should be re-arranged by agreement of the two team managers, and any such re-arrangement must be organised to comply with the requirements of rule 4c.

Under 11

- viii. 2008 league structure comprises Three Regional Leagues. The winners of each regional league will then contest the play-off final.
- ix. Under 11 matches will normally be played on Monday evenings, commencing no later than 6pm.

5. Grounds / facilities / equipment

- a) Matches will normally be played on grass pitches, (except where a club has agreed that this is not possible with the committee before the start of the season) or where a risk assessment on the day of a match prevents a grass pitch being used. In such cases, an artificial strip may be used, providing that the home team has notified the away team of this in advance of the fixture so that suitable footwear can be brought.
- b) Scoreboards must be provided for all matches, and in addition to the usual information, the scoreboard will indicate the consecutive number of each completed over.
- c) Specific rules applying to certain age groups

Under 15

- i. Pitch lengths will be 22 yards (20.12 metres)
- ii. Recommended boundary length (measured from the centre of the pitch) will be 40 yards minimum / 70 yards maximum.
- iii. One 5.5oz ball will be used for each innings, each team providing one ball.

Under 13

- iv. Pitch lengths will be 21 yards (19.2 metres)
- v. Recommended boundary length (measured from the centre of the pitch) will be 35 yards minimum / 55 yards maximum.
- vi. One 4.75oz ball will be used for each innings, each team providing one ball.

Under 11

- vii. Pitch lengths will be 20 yards (18.29 metres)
- viii. Recommended boundary length (measured from the centre of the pitch) will be 30 yards minimum / 45 yards maximum.
- ix. One 4.75oz ball will be used for each innings, each team providing one ball.

6. Umpires / Scorers

- a) Each club is responsible for appointing a competent scorer and umpire for each match, with these preferably being persons who have received some form of training to enable them to carry out their duties effectively.
- b) In the event that only one team can supply an umpire, this official will be asked to officiate at the bowlers end throughout, but may decline to do so at their discretion.

7. Duration of play

- a) All matches will be played on a limited overs basis.
- b) In all competitions (excluding the Ten10 cup competition) the matches shall consist of 20 overs per team.
- c) A sensible amount of on field coaching is permitted by team managers, and where possible 20 over innings should be completed in a maximum of 1 ¼ hours. Failure to achieve this timescale should be notified to the secretary when reporting the match result.

8. Bowling

- a) The ECB fast bowling directives will apply in all matches, to all players.
- b) In all age groups, any ball bowled which completes more than two distinct bounces "wicket to wicket" shall be called a no ball.
- c) Specific rules applying to certain age groups:

Under 15

- i. In league games, the maximum number of overs to be bowled by one bowler shall be one fifth of the total overs allocated for the innings
- ii. In the League Cup a maximum of 3 overs may be bowled by each bowler
- iii. In the League Cup, wides and no balls will be treated as in the traditional version of the game

Under 13

- iv. In league games, the maximum number of overs to be bowled by one bowler shall be one fifth of the total overs allocated for the innings
- v. In the League Cup a maximum of 3 overs may be bowled by each bowler
- vi. In the League Cup, wides and no balls will be treated as in the traditional version of the game
- vii. In the Ten10 cup, the rules as per appendix 1 shall apply concerning bowling restrictions

Under 11

- viii. Each bowler may bowl a maximum of three 6 ball overs, which, for the first four bowlers, are to be bowled consecutively.
- ix. Wides and no balls will count as two runs to the opposition. No extra balls will be bowled in an over when wides or no balls are given.
- x. In under 11 matches, batters are allowed to "chase" the ball. A wide should therefore only be given when on or outside the return crease.

9. Fielding / Wicket Keeping

- a) All wicket keepers will wear a helmet when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice.
- b) All fielders standing in front of the batsman must be a minimum of 11 yards (10 metres) from the bat when the batsman strikes the ball. Should a player come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back. This distance applies even if the player is wearing a helmet.

10. Batting

- a) All batters will wear a helmet when batting against a hard cricket ball in matches and in practice.
- b) Specific rules applying to certain age groups:

Under 15 and under 13

- i. In league matches batters will retire at 29 plus a scoring shot.
- ii. In U13 Ten10 Cup games, batters will retire on 25 plus a scoring shot.
- iii. Retiring batters may not return.

Under 11

- iv. In league matches, 5 pairs will bat for four 6 balls overs, with no retirements.
- v. In cup matches of less than 30 overs, batters will retire at 29 plus a scoring shot.
- vi. In cup matches of 30 or more overs, batters will retire at 49 plus a scoring shot.
- vii. Retiring batters may not return.
- viii. League rules will continue to allow LBW's at this age group. It is the responsibility of team managers to agree any deviation from this position before a match, should any team manager feel 'unable' to apply this cricketing law.

11. Winning Team

- a) A league or cup match is won by the team with the most runs.
- b) A league match will be tied if the runs scored are equal at the end of the match.
- c) A League Cup game or Ten10 cup game cannot be tied. Where such a result exists at the conclusion of the match, the team losing the least number of wickets will determine the winner. If still equal, the team with the highest score at the end of the 19th over (for Ten10 games the 9th over) will be winner, if still equal the team with the highest score after the end of the 18th over (for Ten10 games the 8th over) & so on counting backwards, will be used as the method of determining the winning team.
- d) No matches can be drawn

12. Points

- a) If a team fails to honour a fixture it will receive no points and the opposition will be awarded the points for a winning match. No bonus points are awarded in this situation.
- b) Specific rules applying to certain age groups:

Under 15

- i. In a league match, the team scoring the most runs will be awarded points for a win (as defined below), regardless of whether the opposition team is bowled out or not.
- ii. In League matches the following points will be awarded:
 - 10 points for a win (No bonus points)
 - 5 points for a rain off (No bonus points)
 - 3 points for a tie (Plus bonus points)
 - 0 points for a loss (Bonus points only)
- iii. In League matches, the following batting bonus points will be awarded
 - 50 runs = 1 bonus point
 - 75 runs = 2 bonus points
 - 100 runs = 3 bonus points
- iv. In League matches, the following bowling bonus points will be awarded:
 - 3 wickets taken = 1 bonus point
 - 6 wickets taken = 2 bonus points
 - 9 wickets taken = 3 bonus points

Under 13

- v. The points awarded in a Ten10 cup game will be 10 points for a win, 0 points for a loss.
- vi. If a league match is cancelled or abandoned owing to bad weather conditions or the ground being unfit, each team will be awarded five points. (Cup matches and league semi finals / finals must be re-arranged)
- vii. In a league match, the team scoring the most runs will be awarded points for a win (as defined below), regardless of whether the opposition team is bowled out or not.
- viii. In League matches the following points will be awarded:
 - 10 points for a win (No bonus points)
 - 3 points for a tie (Plus bonus points)
 - 5 points for a cancellation due to bad weather only
 - 0 points for a loss (Bonus points only)
- ix. In League matches, the following batting bonus points will be awarded
 - 50 runs = 1 bonus point
 - 75 runs = 2 bonus points
 - 100 runs = 3 bonus points
- x. In League matches, the following bowling bonus points will be awarded:

3 wickets taken	=	1 bonus point
6 wickets taken	=	2 bonus points
9 wickets taken	=	3 bonus points

Under 11

- xi. In pairs cricket matches, the following points are awarded:
- 4 points for a win
 - 1 point for a loss if within 20 runs of winning team, otherwise 0 points
 - 2 points for a tie or rain off

13. Match information / reports

- a) The **home team manager must** submit the result of matches, the scores and details of any notable performances by individual players from both teams to the Secretary within 3 days of a match being completed.

14. League position

- a) The winner of each section of the league will be the team which has the highest number of points at the end of the season.
- b) In the event that two or more teams end the section of the league competition with an equal number of points, the results of league matches between the clubs involved will determine the section winner. (Based on the total points scored in these matches, including bonus points in age groups where these are awarded)
- c) Should rule 14b) not decide the section winner, the cumulative total of runs scored in league games between the 2 teams will be calculated, and the team with the most runs will win the league. If still equal, then the team losing the least cumulative number of wickets in league games between the 2 teams will be declared the winner.
- d) Should any team withdraw from the league before completing their fixtures, the results of all matches played will be deleted, and any points won by their opponents will be deducted from the opponent's points total.
- e) Specific rules applying to certain age groups:

Under 15

- i. The two 'Premier League' winners will contest the play-off final whilst the two 'Division One' winners will play off for an U15 Plate.

Under 13

- ii. The two 'Premier League' winners will contest the play-off final whilst the two 'Division One' winners will play off for an U13 Plate.

Under 11

- iii. Winners from each geographical section of the league will then compete for the league trophy in a play off final to determine the overall league winner.

These rules have been updated to reflect the changes in league structure and rules agreed at the 2009 AGM. Amendments to the 2008 rules are highlighted for ease of reference.

Nigel Clubley.
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