

2017 SUSSEX JUNIOR CRICKET FESTIVAL – COMPETITION RULES

GENERAL

Entry to the competitions is open to all youth sections of cricket clubs in the County of Sussex, although the Management Committee reserves the right to limit the entries to a workable number.

All entrants, and supporters, shall abide by the MCC Spirit of Cricket code of conduct and do their utmost to fulfil every competition fixture allocated to them. **Positive cricket by the young should always be encouraged and all adults involved are expected, at all times, to apply that vital ingredient of 'common sense'.**

Each club shall be responsible for, and bear the cost of, providing transport for its team and officials throughout every competition it enters.

Except where otherwise stated, the laws of cricket shall apply.

ORGANISATION OF COMPETITIONS

The Festival is organised by the Management Committee which will appoint a sub-committee annually to be responsible for the day-to-day running of the competitions and to resolve any points of dispute.

The sub-committee will determine the nature of the competition each year appropriate to the number and location of the entering clubs and arrange matches accordingly.

The sub-committee will notify entrants of their fixtures, in good time, and will give any other instructions necessary before the start of the competitions.

The competitions shall be divided according to teams perceived levels of ability into the Bowl (for the higher standard teams) and the Shield. The Management Committee may, in its absolute discretion, place clubs in any group to suit the balance of the competition.

Trophies shall be awarded to both teams and clubs in all finals.

QUALIFICATION OF PLAYERS

Boys shall be under 16, 14, 13, 12 or 11 years of age (as applicable) on the 1st September of the year preceding that in which the competition is held. Girls who are not currently members of County squads may play up to 2 years below their actual age group.

Current County boys may play in their own age group in the Bowl. They may not play in their own age group in the Shield but may play in a higher age group in the Shield.

Current County girls may play 2 years down in the Bowl and 1 year down in the Shield.

A player MAY play for more than one club within the same Festival at different age groups IF he/she is registered to both clubs. We MUST be notified of this BEFORE the Festival starts with some sort of proof they are registered to both clubs.

QUALIFICATION OF PLAYERS (continued)

Clubs may enter more than 1 team in any competition, the playing strengths of each being at the club's discretion. However, once the competition has begun, a player may only move from the Shield up to the Bowl if necessary to make up the teams.

RESPONSIBILITIES OF CLUBS PLAYING AT HOME

The club shall provide **a good grass pitch** wherever possible (unless weather conditions make this impractical) which in the opinion of the umpires is satisfactory, together with stumps and bails. Pitch lengths to be: U16/U14 - 22 yards; U13/U12 - 21 yards; U11 - 20 yards.

The club shall provide tea for both teams and match officials and shall be entitled to recover a maximum of £30 from the opposing team towards the cost.

The club shall input the match results onto their own Play-Cricket website or telephone the details to the Festival age group manager immediately after the match has finished. This should ideally be before 8pm in the evening.

RULES OF PLAY IN ALL COMPETITIONS

Each club shall provide a new cricket ball for its own innings which shall be handed to the umpires before the start of the match (5 1/2 oz U16/U14, 4 3/4 oz U13/U12/U11).

Each club shall provide a competent umpire and scorer. However, umpires shall be nominated by the SJCF for all finals. The score books are to be verified and signed by the umpires after each match. **This is very important.** Umpires must be over 17 years old to officiate.

With the emphasis on safety, no fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards from the middle stump of the batsman facing, except behind the wicket on the OFF side, where the umpires shall have discretion over the proximity of slip fielders to the batsman facing. Otherwise either umpire may call a no-ball.

All batsmen, and wicketkeepers standing-up to the wicket, shall wear a helmet.

No 'fast' bowler in any Festival competition may bowl more than:

	Total overs	Max overs a spell
U11	6	5
U12/U13	7	5
U14/U16	8	7

No 'spin' bowler in any Festival competition may bowl more than:

	Total overs	Max overs a spell
U11	6	6
U12/U13	7	7
U14/U16	8	8

ECB directives apply for bowlers and length of time between spells. **Team managers are responsible for ensuring that their players do not infringe ECB directives during the competition as a whole.**

Either umpire has discretion to warn, and if necessary, ban any bowler who persists in excessive use of short-pitched or intimidatory bowling. Any ball received by the batsman above waist high without first pitching, or that touches the ground more than twice before reaching the popping crease, shall be called a no-ball.

Changing your wicket keeper during a match; Please note that a wicket keeper can only be swapped IF he/she is injured AND with the full agreement of the opposing manager. A retiring wicket-keeper cannot then bowl in the same match.

RULES OF PLAY IN GROUP MATCHES

Each match shall be an overs-based game starting at 2.00 pm or such other time as may be decided between the clubs involved, plus a tea interval of 20 minutes, taken as decided by the clubs.

	Total overs	1 st innings max	2 nd innings min
U11	62	32	30
U12/U13	70	37	33
U14/U16	80	42	38

If the side batting first is bowled out or declares early, the side batting second has the use of the unutilised number of complete overs for its innings.

Delays and interruptions may add no more than 1 hour playing time to the game. For time lost in 1st innings, deduct 1 over from each innings for every 7 minutes lost. For time lost in 2nd innings, deduct 1 over for each 3 1/2 minutes lost.

RULES FOR DETERMINING GROUP WINNERS

The winner of the group shall be the team which has the highest average points.

Match points will be awarded as follows:

- For a win: 20 points
- For a winning draw: 7 points
- For a tied game: 5 points
- For a losing draw: 3 points
- For a loss: 0 points
- Withdrawing from fixture club: MINUS 5 points
- Club withdrawn against: 40 points
- Cancelled match: 15 points each
- Abandoned (before 20 overs of 2nd innings completed) 15 points each OR bonus points accrued, whichever is the highest.
- Abandoned (after 20 overs of the 2nd innings completed) 5 points each plus bonus points accrued.

The highest run rate per over in a completed drawn game will determine which team shall be awarded the winning draw points.

Bonus points will be awarded as follows:

Batting points:

If the batting team reaches the Batting Bonus Point Target it shall be awarded 1 point and a further point for every 10 runs scored thereafter up to a maximum of 10 points.

The Batting Bonus Point Targets are: U11s - 60 runs; U12s - 70; U13s - 80; U14s - 90; U16s - 110

If the team batting second scores sufficient runs to win the game it shall be awarded maximum batting points.

Bowling points

The fielding side shall be awarded 1 bowling point for every wicket taken. If the fielding side shall dismiss a batting side with less than 11 players it shall be awarded 10 bowling points.

Cancelled and abandoned games

If a team shall withdraw from a fixture for reasons other than poor weather it shall be deducted 5 points and its opponents shall be awarded 40 points.

If a match is cancelled due to poor weather before play starts, each side shall be awarded 15 points.

If a match is started, but then abandoned due to poor weather before 20 overs (15 overs for U11's) have been completed in the second innings, the match shall be deemed abandoned with 15 points each or actual bonus points already achieved (whichever is greater). If the match is abandoned after 20 overs (or 15 for U11s) have been completed in the second innings then the match shall be treated as drawn and five points awarded to each side plus match bonus points on the above basis. A cancelled or abandoned game can be rearranged in the same week but will be classed as a friendly and will not count towards the Festival. The result on the day will count towards the Festival.

Clubs pulling out before the competition begins

Any club that pulls out this year with little notice and no valid excuse will be issued with a yellow card. Any further pull outs for that team as it progresses through the age groups in any future festival will get them a red card which will mean they will not be invited to enter the next festival. This may seem a hard line to follow but with seven pull outs in each of the last two festivals it is becoming an unwelcome habit. It won't happen if contact is made with all potential players well in advance of the festival to see how many are available.

If two or more teams in the same group have the same average points the group winner shall be:

The team which has the highest run rate, but if more than one has the same number then

The team which has taken the most number of wickets, but if more than one has taken the same number

The team which has scored the most runs.

RULES FOR DETERMINING FINALISTS

The Bowl and Shield tournament where all the groups do not have the same number of teams

If all the groups within the competition do not have the same number of teams, finals will be contested by the two group winners which have the highest average points per game.

If more than two teams have the same average points total the finalists shall be:

The two teams which have the highest run rate per game, but if more than two have the same average then

The two teams which have the highest average of wickets taken per game.

RULES OF PLAY FOR FINALS

Play shall normally start at 2.00 pm (except for under 16's finals that will start at 11.00am) and there shall be a tea interval of 20 minutes.

Each innings shall be limited to 45 overs for U16 matches, 40 overs for U14, 35 overs for U13 /U12, 30 overs for U11 matches.

The team scoring the greater number of runs in the match is the winner.

If, at the end of the match, the scores are level, the team losing fewer wickets shall be declared the winner. If still a tie, the team bowling the greater number of overs shall be declared the winner.

If bad weather delays the start of the first innings or reduces the length of the first innings, the number of overs will be re-arranged so that each side bats for the same number of overs.

If suspension of play prevents the team batting last from receiving its quota of overs the match shall be decided on the basis of the runs scored by each team during the number of overs (if 20 or more) received by the side batting last.

Each team must bowl 20 overs if a result is to be decided. If weather conditions make this impossible, the captains may agree to toss a coin to decide the result or adopt the following procedure: 5 members of each team shall alternately bowl 1 over (overarm) each so that each team shall bowl 30 balls. The team with the greatest number of hits on the stumps, so that the bails are displaced, shall be deemed the winner. "No balls" and "wide balls" shall be counted as deliveries in the over, but no credit shall be given for hitting the stumps with a no ball. If still equal, a coin shall be tossed to decide the winner.