

## **ISLE OF MAN CRICKET ASSOCIATION**

### **RULES FOR UNDER 13 YOUTH CRICKET COMPETITION**

- 1 The age groupings of players shall be defined as that as at 1 September prior to the start of the applicable season.
- 2 Whilst a cricket ball is being used in a match, helmets must be worn by all players whilst batting and by the wicket keeper whilst fielding.
- 3 For insurance purposes, all players must be registered with the Association (requiring the full name of the player, the player's date of birth, the player's signature and the signature of an official of a Member club).
- 4 The teams in this competition must represent affiliated clubs of the Association. Affiliated clubs are permitted to enter more than one team in the competition.
- 5 The side will be made up of 11 players.
- 6 A reduced boundary area will be applied at each venue for matches played in this competition.
- 7 The total allocated overs shall be 18 6 ball overs per side. No bowler shall bowl more than 3 overs in any innings.
- 8 A batsman reaching an individual score of 25 runs or greater shall retire but shall be able to return to the crease if all other batsmen in his team are out.
- 9 The team with the highest batting total including extras shall be deemed to have won the match.
- 10 The teams will play each other twice on a home and away basis. The competition will be run as a league based on points awarded. Two points shall be awarded to the winning team in the match and no points to the losing team. One point shall be awarded to each team in the match for a tie (ie the runs scored from the allocated overs is the same) or where poor weather conditions prevents the match from being started or incompletd.
- 11 Standard rules of cricket shall be applied for defining wides and no balls including an extra ball to be bowled.
- 12 Umpires and scorers are to be supplied by the clubs involved in each match. Each club is to supply its own kit (balls, bats, helmets, pads, gloves etc) for each match.
- 13 Stumps, bails and boundary markers are to be supplied at the venue agreed for each match by the club drawn "at home".

- 14 Results should be communicated to the Association's Fixtures Secretary as soon as possible after the completion of each match.
- 15 The team whose "home" fixture the match is, shall be responsible for any costs chargeable for use of grounds for matches unless otherwise agreed between the clubs involved.
- 16 Any point not provided for in these rules shall be decided by the Executive Committee whose decision shall be final.
- 17 If at the end of the season two or more teams are equal on points, then the winner of the League will be the team who has scored the most number of runs in the season. If the runs scored are also tied, then the winner will be the team who has conceded the least number of wickets in the season. If the runs scored and wickets conceded are tied then the winning team will be the one who has conceded the least number of extras in the season.
- 18 Any match that is cancelled or abandoned due to inclement weather will not be re-played. Each side shall take one point from such matches.
- 19 In the event that two or more sides, other than the sides who are equal on points to determine the winner of the League, finish equal on points their respective finishing positions shall be determined as follows:-
  - (a) The side with the most number of wins shall be placed higher.
  - (b) If there are still two or more sides with equal points in equal position then the side with the most number of ties shall be placed higher.
  - (c) If there are still two or more sides with equal points in equal position, then their position shall be decided by the highest overall run rate, calculated as runs scored divided by wickets lost.
- 20 The Association's Rules on discrete squads shall not be enforced but clubs with more than one team entered in this competition shall adhere to the spirit of the discrete squad rule.