**Herefordshire Cricket Limited**

**Rules Under 11 - HCB Cup**

1. **Purpose**
   1. Matches will be umpired by **two coaches/volunteers**, one from each club, with a **current DBS** certificate and a solid knowledge of the rules of Junior cricket.
   2. Matches that are cancelled due to weather maybe re-arranged if agreed by both teams.
   3. The match must be run within the ‘**Spirit of the game’**
   4. Scoring can be on the **Play Cricket Scoring App**, which will populate Play Cricket.
2. **Game Structure** 
   1. For matches at **Under 11** the pitch shall be **18 yards** in length. Boundary length is suggested to be 2 to 2.5 x the length of the pitch (max 45 yards)
   2. Artificial pitches (NTP) maybe used, please ensure the opposition are aware and bring appropriate footwear.
   3. The ball shall weigh **4¾ ozs.** It is the responsibility of the Home Club to provide a suitable used ball. Spare balls should also be available.
   4. The stumps shall be 27 inches above the ground and 8 inches wide. Any spring back stumps are suggested, **the base is** **NOT** considered to be part of the stumps.
   5. Matches shall consist of **one innings per side**. Each innings will consist of 20, six ball overs per team. There shall be 11 players in a team.
3. **Batting, Bowling & Fielding** 
   1. All normal rules and modes of dismissal shall apply.
   2. A batsman shall **'retire '** on the stroke that takes him/her to the **individual score of 30** or beyond. A retired batsman will not be able to return at any stage. The only time a batsman can continue past 30 runs is if he/she is part of a last wicket (8th wicket) partnership.
   3. The **maximum number of overs any bowler can bowl during an innings is 4** (not every player is required to bowl)
   4. **A wide or no ball shall cost 1 run (plus any extra runs scored as a result of running or boundary)** an extra delivery shall be bowled after each call.
   5. As a guide, **a wide-ball should be called if the ball passes the batsman (without contact) wider than 1.5m either side of the middle stump or wider than the return crease**.
   6. **A no-ball** should be called if the bowler has **no part of his/her front foot behind the front (popping) crease line** on delivery, the **ball bounces more than twice or is rolling before reaching the striking batsman or passes the striking batsman above the waist without bouncing**
   7. **A no ball (front foot or height)** shall result in a **FREE HIT** for the facing batsman.
   8. If the delivery for the **Free Hit is not a legitimate delivery** then then next delivery shall become a **Free Hit.**
   9. Field changes are **not permitted** on the Free Hit.
   10. No player shall be allowed to field nearer than **11 yards** from the striking batsman (measured from the middle stump). For safety reasons this must be policed at all times.
4. **Weather Interruptions**
   1. The object shall always be to re-arrange the number of overs so that both teams have the opportunity of batting the same number of overs – minimum game 10 overs per side.
   2. In the case of a game being interrupted by rain, if the first innings if completed, 10 overs must be bowled to the team batting second to constitute a result. The target will be the overall run rate of the 1st innings (eg total 105 Run Rate = 5.25 per over Target 53 (round up) in 10 overs
5. **Eligible Players** 
   1. All players MUST be under the age of **13 at midnight on 31st August** prior to the season of the competition.
   2. All players of age who are in a County squad shall be able to play in this competition.
   3. No over age players are allowed to play in this competition apart from Girls who are allowed to play one year above the specified age for the competition, eg; An under 13 girl can play in an under 11s team
6. **Result** 
   1. The Winning Team shall be the team with the highest score.
   2. If the scores are level the team taking the greater number of dismissals, in this case a retired batsman counts as dismissed.
   3. If still equal a Super Over will be bowled – 6 legitimate deliveries by a nominated bowler. The highest score wins, again if equal number of wickets taken.
   4. If still equal a Bowl Off by 5 nominated players must take place
7. **Result Reporting, Penalties** 
   1. **It is the responsibility of the Home Team to upload** each result or use Play Cricket Scorer App no later than 48 hours following completion of the match.
   2. Once the result has been uploaded by the home team it is then the responsibility of the **Away Team to confirm the result**. Each result should be confirmed no later than 72 hours following completion of the match
   3. If a match result has not been entered by the Home Team inside the advised time (as in 18 above) and the Away Team is therefore unable to confirm the result it is the responsibility of the Away Team to notify the Competition Manager (HerefordshireCB@ecb.co.uk) to report the problem. This should be done as soon as possible following the failure of result entry. The Competition Manager will then work to resolve any issues.
   4. In all cases the decision of the Competition Manager (HerefordshireCB@ecb.co.uk) is final and binding.