**JUNIOR RULES - SECTION FIVE**

**RULES OF PLAY FOR THE UNDER 11s COMPETITION**

1. In Under 11s games, the pitch shall be 17 yards in length.

2. The ball shall weigh 4.75 ounces and only League approved cricket balls shall be used. For this season, older red balls may be used in place of the new orange balls.

3. Each Under 11 team shall comprise of 8 players.

Where possible, **and agreed in advance by both clubs**, games can be played with 10 players on each side.  
The clubs have the option to change Play Cricket and play a full 10-a-side 5 -pair game OR to include an extra “friendly” pair which doesn’t count to the score of the game

If a team has 7 players, the opposition shall choose 1 player from the first 3 pairs to make up the fourth pair with points awarded in the normal manner.

If a team has 6 players or fewer, the match will be played with the fourth pair made up in similar fashion but the points will be forfeited to the opposition.

However, in this instance, the league encourages a friendly to be played.

4. Each game shall consist of one innings per side, each innings shall be of 16 overs duration. Play shall commence at 10:00 am for Sunday games.

If for any reason, the original Sunday match does not start by 10:35 am, the match becomes a 24 over match (maximum 12 per side) and no match shall start after 10:50 am.

6. An Under 11 batting side shall be divided into pairs, each pair batting for 4 overs.

Pairs shall change at the end of the 4th, 8th and 12th over (and after the 16th over if playing 10-a-side)

For a reduced overs Under 11 match, each pair will change at the end of the 3rd, 6th and 9th over (and after the 12th over if playing 10-a-side)

7. Each team shall commence its innings with a score of 150 runs.

8. Batters shall have unlimited “lives” but each life lost shall result in 5 runs being deducted from the total.

Batters shall change ends at the fall of a wicket with the exception of the last ball of an over.

9. Each player of the fielding side must bowl (including the wicketkeeper if this position is rotated).

No player shall bowl more than 3 overs in a full match or 2 overs in a reduced overs match.

10. In all matches, no fielder, except the wicketkeeper, shall be allowed to field nearer than 11 yards measured from the middle stump, except behind the wicket on the “off” side.

11. The winning team shall be the team scoring the greater number of runs after the deductions for the fall of each wicket.

In the event of the scores being equal, the result shall be a tie and both teams receive one point.

12. The points shall be as follows:

* 25 points for the winning team
* For the losing team
  + 1 point for every 15 runs scored (before deductions), up to a maximum of five points
  + 1 point for every two wickets taken, up to a maximum of five points  
    So the losing team can score a maximum of 10 points
* 12 points for a tie / abandoned game

13. No Balls, Wides, LBW

Extra ball and 1 run for each no ball and wide. Max of 8 ball overs.

These rules are also in place to help include more and less able players on a more level playing field.

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|  | Under 11s |
| No Balls | Full Toss over waist height  Bouncer over shoulder height (!) |
| No Balls: Throws | Not to be no-balled. Usually at this age, kids throw just to get the ball down the other end – and usually produces more hittable balls |
| No Balls: Over-stepping | Not to be no-balled.  Explain that some part of the foot needs to be behind the crease |
| No Balls: Multiple bounces / rolling | Not to be no-balled.  Explain that you can’t give a wicket if it bounces twice before the popping crease |
| Wides | Right to edge of crease on either side |
| LBW | No LBW |

14. League Finals Day.

1. Finals Day will be held at a venue to be decided on the basis of bids received before the season opens.
2. The finalists will be the two divisional winners plus the two best runners up. There will then be two semi finals based upon the 32 over per match format and thereafter a League Final again in the same 32 over per match format.
3. The semi-finals will be the winners of Division A vs runners-up in Division B, and vice versa
4. The conditions of play for the semi finals and the final will be the same as for the weekly League matches. Games will be 8-a-side.
5. The day will commence at 10:00 am and each semi final will be played as outlined with a 10 minute break between innings.
6. The Final will have also have a 10 minute break between innings.
7. Under normal circumstances, the 1st semi final would commence at 10:00 am and the 2nd semi final shortly after the end of the 1st semi final.  
   There should then be a break of at least 45 minutes between the 2nd semi-final and the final.
8. Once started, a game cannot have the number of overs reduced.
9. If a semi final cannot commence as scheduled due to the prevailing conditions, the following shall apply: For every complete 9 minutes lost, 2 overs will be deducted from the total number of overs to be bowled. If a semi final can start before 45 minutes have elapsed, then the match will proceed with reduced overs as above.
10. If no play is possible before 45 minutes have elapsed or a game having started cannot continue to a conclusion, then the match is deemed as abandoned and the result shall be decided by a bowl out – See Page 55 –Section Four Para 4(L) In the event of a tied match in a semi final, the result shall be decided by a bowl out.
11. If the start of the Final is also delayed, the same overs reduction and time limitation will apply. If the match is subsequently abandoned it shall be replayed on a mutually agreed date by both teams. If the match ends in a tie, then the League title will be shared between the competing finalists.