**U16s (9-a-side, 16 over) SCA Youth League Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. All players must be bona fide members of their relevant affiliated clubs and may not play for more than one club in any one season; unless agreed by both clubs or by the secretary of the SCA.
3. Players must have been under 16 on 31st August, 2018.
4. The home side must provide the pink match ball, wrapped adult stumps with logos and ‘Zing’ LED bails with logos as supplied by the SCA.
5. The Competition Committee shall have the power to deal with any matters not provided for in these rules.
6. All matches at Under 16 level must be played on grass, unless agreed by both clubs to play on artificial turf.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club by 1st April detailing the dates on which each games shall be played. Under 16 matches start at 6.00pm on Mondays (1st August onwards to start at 5.30pm**)**
2. Each side will be given a maximum of 1 hour and 10 minutes to bowl their 16 overs and a maximum of 10 minutes interval between innings. Umpires will be encouraged to enforce these timings.

**C - Special Regulations**

1. A match will consist of 16 six ball overs per side. There will be a limit of 3 overs per bowler. Reduced over matches are permissible but must be agreed prior to the start of the match, the minimum number of overs in a reduced match will be 10 overs per side.
2. Top 4 batsmen can only bowl from the 9th over onwards and may only bowl a maximum of 1 over.
3. When a batsman reaches a personal total of 40 they must retire, but may return to the crease in the event of their side being dismissed within the permitted overs. Retired batsman must return in the order of their retirement.
4. No fielder with the exception of wicketkeeper and off side slips shall field closer than 11 yards from the bat.
5. At least one appropriate adult must accompany each team. That adult may act as umpire unless the club can supply their own. The same umpire shall stand throughout the match.

**D - Determining Results**

1. In the event of a tie, both sides will receive 8 points; if a match is cancelled or abandoned due to inclement weather both sides will receive 6 points. The points for matches will be as follows; Winners will receive 10 points.

Defeated by 0-10 runs or 1 wicket receive 7 points

 Defeated by 11-20 runs or 2 wickets receive 6 points

 Defeated by 21-30 runs or 3 wickets receive 5 points

 Defeated by 31-40 runs or 4 wickets receive 4 points

 Defeated by 41-50 runs or 5 wickets receive 3 points

 Defeated by 51-60 runs or 6 wickets receive 2 points

 Defeated by 61-70 runs or 7 wickets receive 1 point

 Defeated by 71+ runs or 8+ wickets receive 0 points

1. If a side is unable to play and concede the game (and 10 points) to their opponents. The clubs concerned must notify the Secretary and their opponents immediately.

**E - Notification of Results**

1. Home clubs must lodge the results of the match on [www.swale.play-cricket.com](http://www.swale.play-cricket.com) within 24 hours of the completion of the match.
2. Protest and complaints must be lodged with the Secretary within 72 hours of the completion of the match to which the protest refers.

**U16s Swale Cricket Association Youth League Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. All players must be bona fide members of their relevant affiliated clubs and may not play for more than one club in any one season; unless agreed by both clubs or by the secretary of the SCA.
3. Players must have been under 16 on 31st August, 2018.
4. The home side must provide the pink match ball, wrapped adult stumps with logos and ‘Zing’ LED bails with logos as supplied by the SCA.
5. The Competition Committee shall have the power to deal with any matters not provided for in these rules.
6. All matches at Under 16 level must be played on grass, unless agreed by both clubs to play on artificial turf.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club by 1st April detailing the dates on which each games shall be played. Under 16 matches start at 6.00pm on Mondays (1st August onwards to start at 5.30pm**)**
2. Each side will be given a maximum of 1 hour and 10 minutes to bowl their 20 overs and a maximum of 10 minutes interval between innings. Umpires will be encouraged to enforce these timings.

**C - Special Regulations**

1. A match will consist of 20 six ball overs per side. There will be a limit of 4 overs per bowler. Reduced over matches are permissible but must be agreed prior to the start of the match, the minimum number of overs in a reduced match will be 10 overs per side.
2. Top 5 batsmen can only bowl from the 11th over onwards and may only bowl a maximum of 2 overs.
3. When a batsman reaches a personal total of 40 they must retire, but may return to the crease in the event of their side being dismissed within the permitted overs. Retired batsman must return in the order of their retirement.
4. No fielder with the exception of wicketkeeper and off side slips shall field closer than 11 yards from the bat.
5. At least one appropriate adult must accompany each team. That adult may act as umpire unless the club can supply their own. The same umpire shall stand throughout the match.

**D - Determining Results**

1. In the event of a tie, both sides will receive 8 points; if a match is cancelled or abandoned due to inclement weather both sides will receive 6 points. The points for matches will be as follows; Winners will receive 10 points.

Defeated by 0-10 runs or 1 wicket receive 7 points

 Defeated by 11-20 runs or 2 wickets receive 6 points

 Defeated by 21-30 runs or 3 wickets receive 5 points

 Defeated by 31-40 runs or 4 wickets receive 4 points

 Defeated by 41-50 runs or 5 wickets receive 3 points

 Defeated by 51-60 runs or 6 wickets receive 2 points

 Defeated by 61-70 runs or 7 wickets receive 1 point

 Defeated by 71+ runs or 8+ wickets receive 0 points

1. If a side is unable to play and concede the game (and 10 points) to their opponents. The clubs concerned must notify the Secretary and their opponents immediately.

**E - Notification of Results**

1. Home clubs must lodge the results of the match on [www.swale.play-cricket.com](http://www.swale.play-cricket.com) within 24 hours of the completion of the match.
2. Protest and complaints must be lodged with the Secretary within 72 hours of the completion of the match to which the protest refers.

**U14s Swale Cricket Association Youth League Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. All players must be bona fide members of their relevant affiliated clubs and may not play for more than one club in any one season; unless agreed by both clubs or by the secretary of the SCA.
3. Players must have been under 14 on 31st August, 2018.
4. The home side must provide the pink match ball, wrapped adult stumps with logos and ‘Zing’ LED bails with logos as supplied by the SCA.
5. The Competition Committee shall have the power to deal with any matters not provided for in these rules.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club from the secretary of the SCA by 1st April detailing the dates on which each games shall be played. Under 14 matches start at 10.00am on Sundays.
2. Each side will be given a maximum of 1 hour and 10 minutes to bowl their 20 overs and a maximum of 10 minutes interval between innings. Umpires will be encouraged to enforce these timings.

**C - Special Regulations**

1. A match will consist of 20 six ball overs per side. There will be a limit of 4 overs per bowler. Reduced over matches are permissible but must be agreed prior to the start of the match, the minimum number of overs in a reduced match will be 10 overs per side.
2. Top 5 batsmen can only bowl from the 11th over onwards and may only bowl a maximum of 2 overs.
3. When a batsman reaches a personal total of 30 they must retire, but may return to the crease in the event of their side being dismissed within the permitted overs. Retired batsman must return in the order of their retirement.
4. No fielder with the exception of wicketkeeper and off side slips shall field closer than 11 yards from the bat.
5. At least one appropriate adult must accompany each team. That adult may act as umpire unless the club can supply their own. The same umpire shall stand throughout the match.
6. The pitch shall be 20 yards in length; the ball shall weigh 4.75 ounces.
7. In order to control the length of the game, no extra balls shall be bowled except in the last over. 2 runs will be awarded for wides or no balls plus any runs scored. In the final over 1 run will be awarded for wides and no balls just as in standard cricket laws.

**D - Determining Results**

1. In the event of a tie, both sides will receive 8 points; if a match is cancelled or abandoned due to inclement weather both sides will receive 6 points. The points for matches will be as follows; Winners will receive 10 points.

Defeated by 0-10 runs or 1 wicket receive 7 points

 Defeated by 11-20 runs or 2 wickets receive 6 points

 Defeated by 21-30 runs or 3 wickets receive 5 points

 Defeated by 31-40 runs or 4 wickets receive 4 points

 Defeated by 41-50 runs or 5 wickets receive 3 points

 Defeated by 51-60 runs or 6 wickets receive 2 points

 Defeated by 61-70 runs or 7 wickets receive 1 point

 Defeated by 71+ runs or 8+ wickets receive 0 points

1. If a side is unable to play and concede the game (and 10 points) to their opponents. The clubs concerned must notify the Secretary and their opponents immediately.

**E - Notification of Results**

1. Home clubs must lodge the results of the match on [www.swale.play-cricket.com](http://www.swale.play-cricket.com) within 24 hours of the completion of the match.
2. Protest and complaints must be lodged with Competition Secretary within 72 hours of the completion of the match to which the protest refers.

**U12s Swale Cricket Association Youth League Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. All players must be bona fide members of their relevant affiliated clubs and may not play for more than one club in any one season; unless agreed by both clubs or by the secretary of SCA.
3. Players must have been under 12 on 31st August, 2018.
4. The home side must provide the pink match ball, wrapped adult stumps with logos and ‘Zing’ LED bails with logos as supplied by the SCA.
5. The Competition Committee shall have the power to deal with any matters not provided for in these rules.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club by 1st April detailing the dates on which each game shall be played. Under 12 matches start at 6.00pm on Thursdays (1st August onwards to start at 5.30pm)
2. Each side will be given a maximum of 1 hour and 10 minutes to bowl their 16 overs and a maximum of 10 minutes interval between innings. Umpires will be encouraged to enforce these timings.

**C - Special Regulations**

1. Each team will consist of 8 players per side**.**
2. A match will consist of 16 six ball overs per side**.**
3. The batting side shall be divided into pairs; each pair shall bat for four overs; pairs shall retire at the end of the 4th, 8th and 12th overs.
4. Batsmen shall have unlimited lives but each life shall result in 5 runs being deducted from the total. The batsman that is out for any reason cannot face the next ball. Batsmen shall change ends at the fall of each wicket except at the end of the over. Each team shall commence with 200 runs.
5. Each player on the fielding side except for the wicketkeeper must bowl at least one over and no more than 3 overs
6. No fielder with the exception of wicketkeeper and off side slips shall field closer than 11 yards from the bat.
7. At least one appropriate adult must accompany each team. That adult may act as umpire unless the club can supply their own. The same umpire shall stand throughout the match.
8. The pitch shall be 18 yards in length; the ball shall weigh 4.75 ounces.
9. The boundary will be 40 yards from the stumps and joined by a parallel line. These will be marked out by flags placed 6 yards apart. Flags and measuring rope will be provided by the SCA.
10. The HOME team are responsible for scoring the match ball and entering on play-cricket.
11. In order to control the length of the game, no extra balls shall be bowled except in the last over. 2 runs will be awarded for wides or no balls plus any runs scored. In the final over 1 run will be awarded for wides and no balls just as in standard cricket laws.

**D - Determining Results**

1. In the event of a tie, both sides will receive 8 points; if a match is cancelled or abandoned due to inclement weather both sides will receive 6 points. The points for matches will be as follows; Winners will receive 10 points.

Defeated by 0-10 runs or 1 wicket receive 7 points

 Defeated by 11-20 runs or 2 wickets receive 6 points

 Defeated by 21-30 runs or 3 wickets receive 5 points

 Defeated by 31-40 runs or 4 wickets receive 4 points

 Defeated by 41-50 runs or 5 wickets receive 3 points

 Defeated by 51-60 runs or 6 wickets receive 2 points

 Defeated by 61-70 runs or 7 wickets receive 1 point

 Defeated by 71+ runs or 8+ wickets receive 0 points

1. If a side is unable to play and concede the game (and 10 points) to their opponents. The clubs concerned must notify the Secretary of the SCA and their opponents immediately.

**E - Notification of Results**

1. Home clubs must lodge the results of the match on [www.swale.play-cricket.com](http://www.swale.play-cricket.com) within 24 hours of the completion of the match.
2. Protest and complaints must be lodged with the Secretary of the SCA within 72 hours of the completion of the match to which the protest refers.

**U10s (Pairs) SCA Festival Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. Associated clubs will bring as many players as they wish to the festival. The details of approximately how many players must be emailed to the secretary of the SCA by Tuesday preceding the festival so that approximate numbers can be given to the hosting club for catering/pitch marking arrangements.
3. Match balls will be supplied by the SCA. (Junior Wind balls)
4. Festivals are to be played for fun and as a coaching session. No results are recorded or published.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club by 1st April detailing the dates on when each festival shall be played. The festivals will run from 6pm on Fridays.

**C - Special Regulations**

1. Two appropriate adults shall accompany each club. (Wherever possible one of these should be a Coach)
2. Festivals will start as close to 6pm as possible once the organisation of teams has been complete.
3. The pitch shall be 14 yards in length; the ball used shall be a junior wind ball. Bowlers will bowl from one end only.
4. All players will bowl one over and keep wicket on a rotational basis.
5. The format of the Under 10 games is pairs cricket with two batsmen at a time, batting for two overs each. The length of the match will therefore be determined by the number of players on each side, decided on the day.
6. Batsmen shall have unlimited lives but each life shall result in 5 runs being deducted from the total. The batsman that is out for any reason cannot face the next ball. Batsmen shall change ends at the fall of each wicket except at the end of the over. Each team shall commence with 200 runs.
7. There is no boundary rope necessary, as batsmen can continue to run as many runs as possible. Coaches can however adopt the use of a boundary rope in certain areas where necessary (i.e. where it may be dangerous for fielders to retrieve the ball.)

**For reference:**

Players will be split into groups for the coaching and games by coloured bibs. All players and coaches will be equal and will join in with other clubs players and coaches wherever possible. Coaches should use common sense to move any stronger Under 8’s up to the Under 10 pairs games, and any weaker Under 10’s down to the Under 8 rapid fire version.

All players that attend the festival will be given a memento of the evening to be determined by the SCA committee.

Hosting clubs MUST provide refreshments free of charge ie water/squash. They are encouraged to provide additional refreshments ie BBQ/crisps/chocolate etc for sale.

SCA will provide marketing materials for each festival to encourage more participation and relaying of information about their member club’s youth sections.

ALL Festival equipment will be provided by the SCA.

**U8s (Rapid Fire) SCA Festival Rules (2019)**

**A - General Conditions**

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC unless otherwise stated here. Team Managers shall assume particular responsibility for ensuring that the preamble to the laws (THE SPIRIT OF CRICKET) are strictly adhered to and enforced on behalf of their respective clubs.
2. Associated clubs will bring as many players as they wish to the festival. The details of approximately how many players must be emailed to the secretary of the SCA by Tuesday preceding the festival so that approximate numbers can be given to the hosting club for catering/pitch marking arrangements.
3. Match balls will be supplied by the SCA. (Tennis balls)
4. Festivals are to be played for fun and as a coaching session. No results are recorded or published.

**B - Arranging for matches to be played**

1. A fixture list will be issued to each club by 1st April detailing the dates on when each festival shall be played. The festivals will run from 6pm on Fridays.

**C - Special Regulations**

1. Two appropriate adults shall accompany each club. (Wherever possible one of these should be a Coach)
2. Festivals will start as close to 6pm as possible once the organisation of teams has been complete.

**Under 8’s will follow the rules of Rapid Fire Cricket: (Rules will be briefly explained each time on the day)**
**Team size:** 6 participants per team (Or more depending on numbers on the day)

**Competition format:**
Each game will be played until each pair from both teams has had a chance at batting.

**Rules:**

* Bat in pairs
* 6 balls per pair - 3 balls per batter
* Fielders must be stood still be behind the ‘fielding line’ which is placed at least 10m away from the striking zone.
* Fielders are not allowed to move until all six balls have been hit
* Once all 6 balls have been struck batters run between the wickets
* Fielders must collect the balls, replace them on the tees, which go on top of the flat disc cones, and return behind the fielding line in order to stop the batters running
* Once all pairs have been the teams swap over
* If a ball is struck directly at them, they are allowed to stop it and hold on to it until the final ball is struck. If a fielder catches the ball, the batting team loses 5 runs.

**For reference:**

Players will be split into groups for the coaching and games by coloured bibs. All players and coaches will be equal and will join in with other clubs players and coaches wherever possible. Coaches should use common sense to move any stronger Under 8’s up to the Under 10 pairs games, and any weaker Under 10’s down to the Under 8 rapid fire version.

All players that attend the festival will be given a memento of the evening to be determined by the SCA committee.

Hosting clubs MUST provide refreshments free of charge ie water/squash. They are encouraged to provide additional refreshments ie BBQ/crisps/chocolate etc for sale.

SCA will provide marketing materials for each festival to encourage more participation and relaying of information about their member club’s youth sections.

ALL Festival equipment will be provided by the SCA.