

UNDER 11 RULES

The Laws of Cricket shall apply with the following exceptions/amendments

1. In all matches:
 - i The Pitch shall be 20 yards in length
 - ii The ball shall weigh 4 ¼ ozs
 - iii The stumps shall be 27 inches above the ground and 8 inches wide
 - iv Teams shall be made up of eight players
 - v Each innings shall be a minimum of 16 overs and a maximum of 20 overs as decided between managers.
 - vi Each team shall commence its innings with a score of 200 runs.
 - vii Each player must bowl, with the exception of the wicket keeper. If the wicket keeper does bowl then all other seven players must still also bowl
 - viii No bowler may bowl more than 3 overs in a 16 over match and a 4 overs in a 20 over match.
 - ix The batting side shall be divided into pairs and each pair shall bat for four overs in a 16 over match and for five overs in a 20 over match
 - x Wides and no-balls shall count as 2 runs and no extra ball will be bowled in the over with the exception of the last over of each innings.
 - xi Batsmen shall have unlimited lives but each life shall result in five runs being deducted from the total runs scored. A batsman who is out shall not face the next ball.
 - xii No fielder, except the wicket keeper shall be allowed to field nearer than 11 yards, measured from the middle stump, except from behind the wicket on the off-side

Results & Points system

1. Four points for a win
2. **One point for a loss**
3. In the event of scores being equal the winner shall be determined as follows:
 - i The team which has taken the greater number of wickets
 - ii The team scoring the most runs off the bat
 - iii If still equal the side with the highest score at the end of the penultimate over and if still equal the second to last over and so on
4. Two points each for an abandoned/rained off game
5. No games shall be re-arranged
6. Each of the group winners shall proceed into the quarter-finals. In the event of two or more teams being equal on points at the end of the league the winner shall be decided as follows –
 - i The winner in the match between the two teams equal on points
 - ii If there are more than two teams on equal points the team (s) proceeding shall be the one (s) which has scored the most net runs in the season on average per completed match.
7. **The winning team shall be responsible for the reporting of results within 24 hours of the completed game by email only.**

Delayed Start Matches

1. When a match does not start on time (due to ground, weather or light) the available overs shall be divided equally between the teams with an assumed finishing time of 8pm for evening matches.
2. A minimum of 12 overs per team must be available to constitute a match
3. Where 12 overs per team are not possible, the match will be abandoned, and unless re-arrangement before the play-by date is possible

Interruptions after the start

1. In all matches, once started, the first innings of a match will not subsequently be reduced in the number of overs
2. The team batting second shall be allocated overs based on the total available playing time from the completion of the innings of the team batting first until 8pm (3 minutes per over) for evening matches. The target shall be calculated by run-rate
3. If less than 12 overs are played in the second innings the match will be deemed rained off and each side will be awarded 2 points.
4. If 12 overs or more are played in the second innings but the match still cannot be completed then the scores of each side at the comparative level of completed overs will count to decide the winners.

Qualification of Players

1. All players (including girls) must have been Under 11 on the 1st September of the previous year. (ie should have been aged 10 or below at the start of the academic year)
2. All players must be bona-fide registered members of the club they represent and may only play for one club in the competition in the season.