

UNDER 14 LEAGUE RULES

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

- 1 In all matches:
 - i Each innings shall be 20 overs
 - ii No bowler may bowl more than 4 overs in a match
 - iii No fielder, except the wicket keeper shall be allowed to field nearer than 8 yards, measured from the middle stump, except from behind the wicket on the off-side
 - iv When a batsman reaches the personal total of 50 they must be retired and will not be allowed to return. A batsman may only be allowed to continue beyond 50 if their retirement would end the innings with no other batters left to bat.

Results & Points system

1. Four points for a win. One point for a loss.
2. 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 19 overs, if still equal after 18 overs etc
3. Two points each for a rained off game (plus any bonus points accrued)
4. A bonus points system shall operate
 - i Batting bonus points – 1 point upon reaching the following amount of runs – 60, 80, 100, 120
 - ii Bowling bonus points – 1 point upon reaching the following amount of wickets – 2, 4, 6, 8
 - iii In the event of a team bowling out a side that has less than 11 players full bowling points shall be awarded
 - iv The maximum number of points a side can achieve is 12.
 - v Full batting points shall be awarded to a team batting second which successfully chases the total (under or above 120)
5. Each of the group winners shall proceed to a semi-final. 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 proceeding shall be the one which has taken the most wickets on average per game
6. **The winning team shall be responsible for the reporting of results by fax or email only**
7. Results received after the final play-by date of the season will not be accepted
8. Teams will have to complete at least half of their fixtures for their points to count in the league table in relation to all other teams. The only acceptable reason for non-playing of matches is bad weather.

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 and an assumed finishing time of 8pm for evening matches. A finishing time for morning matches should be agreed between managers.
2. A minimum of 10 overs per team must be available to constitute a match
3. Where 10 overs per team are not possible, the match will be abandoned, and unless re-arrangement before the play-by date is possible, the game shall be deemed as rained-off – one point each.

Interruptions after the start

- i. In all matches, once started, the first innings of a match will not subsequently be reduced in the number of overs
- ii. 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
- iii. If less than 10 overs are played in the second innings the match will have a 'no-result'
- iv. If 10 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.

Note for a rule change for the final only

1. Two semi circles shall be drawn on the field of play. The semi-circles shall have at their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi circles shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five yard intervals, each dot to be covered by a white plastic or rubber disc measuring seven inches in diameter.
2. At the instant of delivery, there may not be more than five fielders on the leg side
3. For the duration of the innings only five fielders are allowed to be outside the field restriction marking at the instant of delivery

Organisation of matches

The home team will be responsible for contacting the opposition and must offer the away team two dates before the play-by date giving at least seven day's notice

Qualification of Players

1. All players must have been Under 14 on the 1st September of the previous year. (ie should have been aged 12 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.