

## Under 15 Premiership and Championship Rules

1. The Laws of Cricket shall apply with the following exceptions:

- I. Matches shall consist of one innings per side.
- II. Each innings shall be 25 overs in duration.
- III. No bowler may bowl more than 5 overs in a 25 overs per innings match (or 1/5<sup>th</sup> of the overs if reduced due to weather)
- IV. If a bowler "breaks down" the remainder of the over will be bowled by another bowler. Such part of an over will count as a full over when calculating each bowlers limit.
- V. Each team has 90 minutes to bowl their 25 overs. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this, consequently, takes their score past that of the side batting first, then the match shall be deemed won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for both innings.
- VI. There will be a 10 minute break in between innings and managers/coaches should make every effort to get their team ready on time.
- VII. Late arrivals shall forfeit the toss.
- VIII. Games shall start at 9.45pm with a finishing time of no later than 1pm.
- IX. All games will be played on grass pitches.
- X. One new ball will be used for the match. Managers should agree on spare balls before the match commences.

### 2. The Result

- I. Where there has been no interruption during a match and both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.
- II. In the event of a tie, the following shall be followed -
  - i. The side which has lost the least wickets (if a team has less than 11 players and are all out, this will be the same as losing 10 wkts.)
  - ii. If still the same the game shall be a tie

### 3. Points and Bonus Points

**In the event of any team not able to raise a team, the other team will be awarded full points. The conceding team will pay the costs of the umpires and will be asked to account for their concession.**

- I. The team winning the match shall score 4 points plus bonus points.
- II. Tie – 2 points to each side plus bonus points
- III. Abandoned/cancelled game – 2 points to each side plus bonus points.
- IV. 0 points plus bonus points for a loss.
- V. Batting Bonus Points – 1 point upon reaching the following amount of runs 75 : 100 : 125 : 150
- VI. Bowling Bonus Points - 1 point upon taking the following amount of wickets 3 : 5 : 7 : 9
- VII. In the event of a team bowling out a side that have less than 11 players, full bowling points are still awarded to the bowling team.

4. Note – Maximum possible points a team can achieve is **12** (4 for the win, 4 bowling & 4 batting) full batting points shall be awarded to a team batting 2nd which successfully chases the total. Delayed Start Matches

- I. Where a match does not commence on time (due to ground, weather or light) the available overs shall be divided equally between the teams with a finishing time of 1.00 pm
- II. A minimum of 15 overs per team must be available in order to constitute a match.
- III. Where 15 overs per team are not possible, the match will be abandoned and deemed "No Result".
- IV. Where there is no appointed umpire, managers/coaches will decide on whether the ground is fit. The home manager and/or groundsman will have the final say.

### 5. Interruptions After the Start

- I. 1 over will be deducted per 3 ½ minutes lost.
- II. If less than 15 overs are available for the team batting second, both captains may be given the opportunity to secure a win. Either captain may accept. Should a win not be secured, the match shall be treated as abandoned and deemed "No Result".

### 6. Reporting Results

**I. The HOME side should email all results to [amysmart@edgbaston.com](mailto:amysmart@edgbaston.com) by midnight the following night. Any results that are received after will not be accepted.**

### 7. Promotion & Relegation

- I. Bottom two teams of the premiership are relegated into the Championship and the top two finalists teams in the championship will be promoted to the Under Premier League competition
- II. In the event of two teams finishing the season on the same amount of points, the team winning the match between the two sides shall finish in the higher position. In the event of three teams finishing on the same points and beating each other i.e. winning one game, the team who has taken the most wickets in all of the premier league games shall finish in the higher position. **Foot Note - Premier League clubs must enter the Under 11 and 13 leagues as well to show depth in the club's junior section.**