

KOOKABURRA MID BUCKS CRICKET LEAGUE
YOUTH TWENTY/20 COMPETITION
In Association with HAWKINSPOORT and SON
COMPETITION AND PLAYING RULES

1. Boys are eligible if they have not reached their 17th birthday by 31st August of the preceding year (i.e. born on or after 1st September).
2. It will be a 20 (6 ball) overs a side game. (League and Cup). In the event of poor weather conditions, a game may be reduced in length by agreement to a minimum of 7 overs per side. This decision must be made before the toss. Also refer to 7 below.
3. League games are designated to be played on Tuesday evenings. In the event that the home team is unable to play the game on a Tuesday, due to their ground being unavailable, then the home team will offer two alternative dates in the same week to be played latest by the Sunday following the designated date. Notice must be given to the away team at least two weeks prior to the designated date.

IN THE EVENT OF A MATCH BEING CANCELLED OR ABANDONED DUE TO WEATHER CONDITIONS, OR WISH TO BE RE-ARRANGED BY BOTH TEAMS CONCERNED, THEN THE MATCH CAN BE RE-ARRANGED AT ANY STAGE UP TO **THURSDAY 31st JULY LATEST**, PROVIDING BOTH TEAMS ARE IN AGREEMENT.

Results to be entered on the Bucks Cricket Board Website for Under 17 Competitions.

4. In the event of a cup game being unable to be played on the agreed date, due to poor weather, the following will apply:
 - (a) The home team will offer two alternative dates. Inability to field the strongest team is not a reason for declining the alternative dates offered;
 - (b) Failure to agree on (a) (above), or if alternative date is affected by weather, a bowl out should take place between the two teams. The rules of the bowl out to be agreed by the two managers;
 - (c) Failure to implement either (a) or (b) (above) will result in the tossing of a coin between the two managers;
 - (d) If this is not executed by the allotted date because the managers cannot agree, the dispute will be settled by the Youth Committee.

The Committee would expect all managers to use common sense in the application of rules 3 and 4.

5. In the League Competition 2 points are gained for a win, 1 point for a tie/draw and 1 point for a rained off game.
6. No youth may represent more than one club/team in the competitions during the same season.

7. The playing laws of cricket are to be adhered to with the following alterations:
- (a) Maximum of 4 overs per bowler during the innings (no restriction on batsmen). In the event of a restricted game (see 2 above), a side must bowl at least 5 bowlers.
 - (b) The side scoring most runs within their allocated 20 overs and within the rules of the Twenty/20 competition will be the winner.
 - (c) In the event of tied scores in the knockout cup the winner will be decided by:
 - (i) The side losing fewer wickets;
 - (ii) The side with the highest total score after 7 overs, (then 8 overs and so on) will determine the winner.
 - (d) The umpires shall not allow play to proceed if any fielder is nearer than 8 yards from the stumps at the strikers end except behind the wicket on the offside.
 - (e) **The bowlers run up is recommended not to exceed 12 yards**, and the home team should arrange for a white line to be marked for this distance away from the base of both sets of stumps to assist the umpires in administering this role. **If bowlers are in the habit of walking a few steps into the run up they must walk from the 12 yard line.**
 - (f) Laws 24.12 – No ball – Penalty Law 24.12 will apply except that the penalty for a No ball will be **1 run**.
 - (g) **Free Hit after a Foot Fault No Ball**
In addition to 7(f) above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of a no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for a free hit is called wide ball.

Field changes are **NOT** permitted for free hit deliveries.
 - (h) **Wides**
Any delivery bowled full above waist height, for the purposes of this competition, will be called a Wide, for all bowlers including slow bowlers.
 - (i) **Law 31 – Timed Out**
Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 20 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately the wicket falls, and is expected to jog to the wicket.
 - (j) **Over-Rate Penalties**

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within the 1hr 15 minutes playing time. 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 **6 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 to be 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 the innings.

8. Standard Scheduled Start and Cessation times for evening matches are as follows:

First Session	6.00pm – 7.15pm
Interval	7.15pm – 7.25pm
Second Session	7.25pm – 8.30pm

Note: Start and cessation times may be altered forward with the approval of both Managers.

All games to commence on or before 6.15pm on Tuesday evenings. Should one side not be able to start by 6.00pm the opposition are deemed to have won the toss. If there is an unavoidable delay or, in fact, a rain delay and the game does not start on time, then the overs in the match will be reduced by dividing this time lost by the rate of 3.75mins per over. The revision of the number of overs must ensure that both teams have the opportunity to bat for an equal number of overs.

9. If matches are played on a Sunday morning then playing times will be 1 hour 15 minutes per innings and a 10 minute interval between innings. All other rules as for the evening games will apply.
10. Players should be encouraged to make very effort to wear correct cricket clothes and equipment.
11. The home team is responsible for reporting the result on the Bucks Cricket Board Website by the Sunday 6pm (deadline) following the game unless the fixture has been re-arranged with the agreement of both teams and the Result Secretary has been notified of the re-arranged date.

Failure to comply will result in a 1 point deduction from the home teams league position. The deadline also applies to cup matches.

12. The home team provides a 5½oz ball in reasonable condition. Acceptable spares are also to be provided.
13. If, at the end of the season, teams finish with equal points at the top of the table, the final Division position will be determined by the result between 2 teams, or if more than 2 teams are equal, the Division winner will be decided by calculating their runs scored divided by wickets lost which we will describe as “net run rate”.

Any dispute will be settled by the Youth Committee.