**The Liverpool Competition Southport District Junior Cricket League**

**(The LC SD JCL) 2018**

1. (a) i The Junior League shall be controlled by a Junior Management Committee, with members being appointed by the L&DCC Management Committee, plus the Junior Chairman and one other member who shall be elected at the annual junior meeting.

ii Each year the junior committee will call an annual junior meeting, consisting of representatives from each club, the executive committee and the members of the junior committee. The roll shall be called at 7.30pm at each meeting. Any club not represented during the meeting shall be fined £10.

iii Voting at all meetings shall be by a show of voting cards unless any ten persons present at the meeting and entitled to vote demand a poll. On a vote or poll each member of the junior committee, full executive committee and club representatives present shall have one vote. The Junior Chairman shall be entitled to a casting vote at all meetings.

iv The Honorary Junior Secretary has to convene a special meeting when occasion requires. Any club desiring a Special Junior Meeting must forward the sum of £25 to cover expenses, at the same time stating the purpose for which the meeting is required. The purpose of Special Meeting shall be stated on the Notices of Meeting sent to all clubs.

v Any club wishing to call a Special Meeting must have the written support of five other member clubs.

(b) The annual subscription to the Junior Divisions shall be £15 per team and £30 per team for clubs that have not had a senior side in membership of the League during the previous two seasons. When a club enters more than one team at a particular age group, the club will be charged half of the above fees for each additional team.

(c) All players must be registered in accordance with Section D (in particular see Rule D3) prior to the start of the season on play-cricket.com for the relevant club. Any additions must be added to play-cricket.com no later than 5 days after their debut. A club who fails to register their players will be fined £10.

(d) Junior Registrations are not valid in the Senior League and vice-versa.

(e) A player who is registered with a Club in the Southport and District League that does not enter the Junior League may play in the Junior Division for another Club on permission of the Management Committee.

(f) A player may only transfer from one Club to another by permission of the Management Committee.

(g) No player who is a Club’s registered overseas player with any club shall be eligible to play in a Junior League or Cup match.

(h) When a club is running more than one team at a particular age group, a lower division player is eligible to play 4 times in a higher division; should they play a fifth time in a higher division they become a recognized player of that division. No club shall play more than three higher division players in the lower division in any one match. This rule will also apply to cup competitions.

2. (a) All fixtures, cup draws, venues and dates of play shall be arranged by the Management Committee. Evening matches shall commence at 6.30pm.

(b) In the League, if one team only is ready to start at the scheduled time they shall have choice of innings without resorting to the toss of a coin. The above term ‘ready’ to mean having 7 players ready to play.

(c) In the League, if because of weather conditions either play is not possible by 7.30pm or the game cannot be completed it will be treated as a draw.

(d) Prior to the commencement of a game, excepting a final, the Team Managers may mutually agree to reduce the number of overs to a minimum of 12 overs per side in order to decide the match

3. Each Club must appoint an umpire to officiate in its matches, where necessary.

4. (a) It is the responsibility of both clubs to input the result of each game on play-cricket.com no later than 5 days after the game has been played. Scorecards must be fully completed in accordance with the details required on both sides. Both clubs must ensure that they confirm the result and scorecards by ticking the relevant box. If there is any missing information the offending club will be fined £10.

(b) Points for each game shall be awarded as follows: - 3 for a win, 2 for level scores/tie and 1 for a draw.

5. (a) In each age group, a knock-out competition shall be organised.

(b) All teams who play in the appropriate age group of the S.A.D.A.C.L. shall be eligible to enter.

(c) Games to be played in accordance with League match rules.

6. (a) In Cup matches, if the game is not started on the scheduled night, then the game should be replayed on a mutually agreeable date before the date set for the next round. The Junior Secretary will decide any dispute.

In any cup match that has been abandoned twice before half the number of overs in the second innings, on the second occasion a bowl out will decide a winner if conditions allow. 5 nominated players will bowl at the stumps, and the team that hits the most times will win. To count, the ball must bounce before it hits the stumps. If a bowler bowls a no ball, it will not count even if the ball hits the stumps. If still equal, a sudden death bowl out will take place until one side hits and the other misses. If a bowl out is not possible, the Junior Secretary will toss a coin to decide the winner. In a final or play off the trophy will be shared instead of a toss of a coin.

(b) Any final or play off shall be 30 overs each side. No player may bowl more than 8 overs. An Under 13 final or play off will be 20 overs each side. No player may bowl more than 4 overs.

(b) (i) If bad weather delays the start of play off or final, or play is suspended during the first innings, the number of overs will be rearranged so that each side bats for the same number of overs. This shall be calculated by deducting 2 overs for every full period of 7 minutes to be deducted equally from each side. A 30 over game shall be reduced to a minimum of 15 overs per side and a 20 over game reduced to a minimum of 12 overs per side.

(b) (ii) For a cup final, the League will provide a League approved ball.

(c) In any cup matches, including cup finals and play offs, if the team batting first has completed its innings and the team batting second has completed half the number of overs or more, the result will be decided by comparing the scores after the last completed over with that of the same over of the first innings. If scores are tied, the team losing the least number of wickets at that point will be the winner. If still undecided, the game will be replayed on a mutually agreeable date. The Junior Secretary will decide any dispute.

(d) In a final or play off, if because of weather the game is unable to be started or is abandoned before reaching the point in J7(c) it shall be played on the following Sunday.

(e) In the event of any Cup match being tied with scores level, the following shall be used, in sequence, to determine the winner:

(i) The team losing the lesser number of wickets,

(ii) The team scoring the higher number of runs at the completion of the first half of the number of overs (the number of overs being rounded up in the event of a fractional result).

(iii) The match shall be replayed in accordance with the rules.

**Under 18 League**

7. All players must be 17 years or under on the 1st September of the previous season.

8. In all matches, excepting a final or play off, a game shall consist of 20 overs each side (see Rule J6(b)). No player may bowl more than 5 overs. All matches played in April shall consist of 16 overs per side with no player bowling more than 4 overs.

**Under 15 League**

9. All players must be 14 years or under on the 1st September of the previous season. Girls at this age group can play a year behind unless they have been involved in a county squad in the previous or current season. They must be 15 years or under on the 1st September of the previous season.

10. In all matches a standard size cricket ball must be used.

11. In all matches, excepting a final or play off, a game shall consist of 20 overs each side (see Rule J6(b)). No player may bowl more than 5 overs. All matches played in April shall consist of 16 overs per side with no player bowling more than 4 overs.

**Under 13 League**

12. All players must be 12 years or under on the 1st September of the previous season.

Girls at this age group can play a year behind unless they have been involved in a county squad in the previous or current season. They must be 13 years or under on the 1st September of the previous season.

13. In all games a 4¾ oz size cricket ball must be used.

14. All games should be played on a 21-yard wicket.

15. In all matches, excepting a final or play off, a game shall consist of 20 overs each side (see Rule J6(b)). No player may bowl more than 4 overs. All matches played in April shall consist of 16 overs per side with no player bowling more than 4 overs.

Under 11 League

16. If a team fails to play at least 50% of their league matches in a season then they will be liable for a fine of £25. The away team has equal responsibility for contacting the opposition. The club will have the right to appeal the decision.

**ADDITIONAL RULES**

UNDER 18

Divisions A + B + C to play.

Promotion and Relegation for 2018 to be determined according to 2019 structure.

UNDER 15

Divisions A + B to play.

Promotion and Relegation for 2018 to be determined according to 2019 structure.

UNDER 13

Divisions A + B + C to play.

Promotion and Relegation for 2018 to be determined according to 2019 structure.

UNDER 11

Divisions A + B

**UNDER 11 LEAGUE RULES**

All players must be 10 years or under on the 1st September of the previous season.

Girls at this age group can play a year behind unless they have been involved in a county squad in the previous or current season. They must be 11 years or under on the 1st September of the previous season.

Matches must be played on the date set unless permission is given by the junior secretary. If a match cannot be completed due to adverse weather conditions the match may be rearranged but must be played within 7 days of the original date. Midweek matches to start at 6.30pm and weekend matches to start at 10.30am unless otherwise agreed between the two teams involved.

All results to be received by end of July.

U11 score sheet to be used for all league games.

Pitches are to be 20 yards in length.

A 4¾ oz cricket ball to be used in all U11 games.

Teams are 10 a side.

Each game is a maximum 15 overs per side.

Each team bats in pairs for 3 overs each pair. Pairs shall change at the end of the 3rd, 6th, 9th and 12th overs.

All players (with the exception of the wicket-keeper) must bowl one over and no player may bowl more than 2 overs.

No over, other than the last over, shall be of more than 8 deliveries.

Each team starts with 200 runs.

Batsmen shall have unlimited lives, but each life shall result in FOUR runs being deducted from the total. No batsman who is out for any reason shall face the next ball. Batsmen shall change ends at the fall of each wicket except on the last ball of an over.

All extras (byes, leg byes, no balls and wides) are credited to the batsmen and debited against the bowler.

In any run out situation, the striker must be the batsman recorded out.

Runs are scored as per the normal rules of cricket, except 2 runs are given for a wide or a no ball.

If scores are equal, the game is to be tied and not decided on wickets.

In all matches no fielder, except the wicket-keeper, shall be allowed to field nearer than 11 yards, measured from the middle stump, except behind the wicket on the off side.

Helmets must be worn by players when batting, by wicket-keepers when standing up to the stumps and by close fielders in front of the wicket. For boys, abdominal protectors should also be worn. (New directive for all LCB Youth Competitions).

In the event of the umpires being satisfied that a player is incapacitated his/her place may be taken by a reserve who shall bat/bowl in his/her place. If no reserve is available any over due to be bowled by the injured player shall be bowled by another player without exceeding his/her quota. The team manager of the side in question shall choose one of the players in the first three pairs to bat a second time in the fourth pair.

Points are as in U13/15/18 games.

**UNDER 11 CUP RULES**

Cup games are played under the L.C.B pairs 8 a side competition rules.

The team winning the cup competition will go forward to the L.C.B competition in July.

No team winning another qualifying competition e.g. MYC will be allowed to progress after that point.

Midweek matches to start at 6.30pm and weekend matches to start at 10.30am unless otherwise agreed between the two teams involved.

Cup matches are to be given priority especially at the start of the season. The final is to take place no later than the 1st week in July at a venue arranged by the Junior Committee. Clubs who don’t play their cup matches within 2 weeks of the date in the handbook will be contacted by the Junior Secretary to find out the reason why. If one side is found to have delayed the match without good reason they will forfeit the match. If matches haven’t been played within 3 weeks of the date in the handbook and neither side is primarily at fault for delaying the playing of the match, both teams will forfeit their place in the competition.

NB. both teams must forward the match result to the junior league secretary. No need to send whole score sheet, just include the teams involved, which team won and the scores. Result can be phoned, emailed or sent by post. Any dispute will be decided by the junior league secretary.

Different score sheets to be used from league games.

The pitch shall be 20 yards in length.

The ball shall weigh 4¾ oz.

Each team shall comprise 8 players.

Each game shall consist of one innings per side. Each innings shall be of 16 overs duration.

No over, other than the last over, shall be of more than 8 deliveries.

The batting side shall be divided into pairs.

Each pair shall bat for 4 overs. Pairs shall change at the end of the 4th, 8th and 12th overs.

Each team shall commence its innings with a score of 200 runs.

Batsmen shall have unlimited lives, but each life shall result in EIGHT runs being deducted from the total. No batsman who is out for any reason shall face the next ball. Batsmen shall change ends at the fall of each wicket except on the last ball of an over.

In any run out situation, the striker must be the batsman recorded out.

Each player on the fielding side must bowl, with the exception of the wicket-keeper. No player shall bowl more than 3 overs.

Runs are scored as per the normal rules of cricket, except 2 runs are given for a wide or a no ball.

All extras (byes, leg byes, no balls and wides) are credited to the batsmen and debited against the bowler.

The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets. In the event of scores being equal the 8 players from each side shall throw at the wickets from the bowler’s end and the team scoring most hits shall be the winner.

In all matches no fielder, except the wicket-keeper, shall be allowed to field nearer than 11 yards, measured from the middle stump, except behind the wicket on the off side.

Helmets must be worn by players when batting, by wicket-keepers when standing up to the stumps and by close fielders in front of the wicket. For boys, abdominal protectors should also be worn. (New directive for all LCB Youth Competitions).

In the event of the umpires being satisfied that a player is incapacitated his/her place may be taken by a reserve who shall bat/bowl in his/her place. If no reserve is available any over due to be bowled by the injured player shall be bowled by another player without exceeding his/her quota. The captain of the fielding side shall choose one of the players in the first three pairs to bat a second time in the fourth pair.