

South East Hants Rules and Regulations 2022

General Rules and Regulations

1. The home side is responsible for producing a pink ball of good quality. For fixtures designated week beginning, the home side is responsible for making the necessary time and date arrangements within league guidelines and with the agreement of the opposition.
2. In all leagues, the team with the most points at the end of the season will win the league.
3. All teams will be allocated a fixture list well in advance of the season. Before the season starts, and with the agreement of the away team colts co-ordinator, age-group manager or fixtures secretary, the home team will be responsible for setting the date for the fixture, a minimum of 14 days in advance.
4. **If any club cancels or postpones the fixture within three days of the fixture date for any other reason than inclement weather, that team will forfeit the fixture, receiving no points and will pay a sum of £25 to the affected club to cover expenses,** while the other team will be awarded five (5) points at U9, U11 level and sixteen (16) points at U13 & U15 level.
5. If a team cancels or postpones the fixture more than three days ahead of the fixture date, both clubs may agree another date to play the game. If both sides cannot agree a mutually convenient date, or if the re-organised game is subsequently rained off, the team who cancelled the fixture initially will forfeit the fixture and the other team will be awarded points as at paragraph 4 above.

6. Matches postponed due to rain may be replayed at any time during the season, and ideally as soon as possible after the original postponed fixture, but no later than the final date of the season on August 1st, unless the closing date is extended by the Committee due to extenuating circumstances.
7. It will be the responsibility of **HOME** team managers to enter the result on the play-cricket website as soon as possible, and no later than three (3) days after the completion of the match. In the event of a postponed game, it will be the responsibility of the **HOME** team manager to update the website accordingly.
8. Team managers must endeavour to play as many matches as possible. Failure of any team to play at least 75% of matches may result in a fine, points deduction or league expulsion at the discretion of the Committee.
9. Clubs are permitted to loan players to other clubs to ensure games get played. No County/RPC players are permitted to play for their Club's B team unless permission has been given by the Committee. RPC players in the younger age of the age group can play for their B team. Rule violation may result in a fine, points deduction or league disqualification at the discretion of the Committee.
10. Where two or more teams finish on level points at the end of a season in a division, the overall winner will be decided by the following criteria in order – the result of the match or matches between the two clubs, total league matches won, total league runs scored, total wickets taken.
11. Club Managers & Coaches must ensure that matches are played within the spirit of the game at all times. Coaches must also ensure that matches are played without any undue delay or interruption. Sledging, swearing and intimidation from players, coaches and parent & spectators will not be tolerated under any circumstances. All club members including parents should be bound by a code of conduct. Any report of a club breaching a code of conduct will be passed to HCB for investigation by them.

12. Girls may play up to two school years below their age group, i.e. year 6 may play U9, year 8 may play U11 year 10 may play U13 and year 12 may play U15.
13. Clubs not attending the AGM or managers meetings during the season will be fined £20.
14. Clubs are reminded not to play regular A team players in their B teams, clubs should bring their better players from the age group below. Clubs found to be abusing this regulation will be subject to points reduction to be determined by the Committee.
15. Clubs can wear coloured clothing for matches. Pink ball as supplied by SEHCA to be used.
16. It will be at clubs discretion if you choose to play any game bowling 10 overs from the same end before swapping to 10 overs from the other end, this is definitely a time saver so if games start after 6pm this should be discussed.
17. At U15 no U12s will be permitted to play other than those in the County or Regional U12 squad. If a club has any other U12 they feel could play they must approach the Committee to seek their approval. If this rule is broken the club breaking it will forfeit the game and be awarded nil points.
18. Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease shall be called "No Ball" by the umpire, and will be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning. Should there be any further such delivery by the same bowler, the umpire will call "No Ball" and suspend the bowler, and he shall not be allowed to bowl again in that innings. For slow bowlers any call above waist high will be called a no ball but is not considered dangerous so no suspension will occur.

Under 9A

- 16 Overs, pairs cricket, 8 a side
- Each batting pair face 4 overs
- Each player to bowl 2 overs
- 5 runs deducted for a wicket taken, batsmen change ends on fall of a wicket apart from the end of an over. Wides count as 2 runs with no extra balls apart from the last over of each innings
- No balls in all A leagues will count as 1 run, be re-bowled and attract a free hit.
- Pitch length – 15 yards
- Stumps 27 with an 8 base
- Junior incrediball
- If a team has less than 8 players, opposing coach/captain may pick a player/players of his choosing to bat & bowl again
- Five points for a winning team, one point for the losing team, three points each in the event of a tied game
- If both clubs agree, game can be played with a hard ball
- Pairs scores to start at zero and for each wicket the bowling side takes they will have 5 runs added to their total.

Under 9 (East & West)

- Flexible team sizes, minimum 6 aside, maximum 10 aside to be agreed by team managers. Emphasis must be get the game on, where possible clubs can play two games on same day
- Each batting pair face minimum of 4 overs
- Each player to bowl minimum of 2 overs
- 5 runs deducted for a wicket taken, batsmen change ends on fall of a wicket apart from the end of an over. Wides and no balls count as 2 runs with no extra balls apart from the last over of each innings
- Pitch length – 15 yards
- Stumps 27 with an 8 base
- Soft ball/incrediball
- Pairs scores to start at zero and for each wicket the bowling side takes they will have 5 runs added to their total.
- No league table will be published as focus on participation

Under 11A

- 18 overs, 8 a side proper cricket will apply. When a batsman reaches or passes a personal total of 30 runs the must “retire” and will not be allowed to return. Last man stands will apply up to the relevant retirement score.
- Maximum of 3 overs per bowler.
- Pitch length – 17 yards
- Stumps 27 with an 8 base
- Ball 4.75 ozs
- Five points for winning team, one point for losing team, three points each in the event of a tied game.
- Wides count as 2 runs with no extra balls apart from the last over of each innings.
- No balls in all A leagues will count as 1 run, be re-bowled and attract a free hit.

Under 11B & Softball

- 16 overs pairs cricket – 8 a side or 20 overs 10 a side
- Each batting pair face 4 overs, each player except wicket keeper must bowl at least 2 overs and no more than 3.
- Wides count as 2 runs with no extra balls apart from the last over of each innings
- No balls in B leagues will be 2 runs and no free hit and only re-bowled in the last over.
- If a team has less than 8 players, opposing coach/captain may pick player/players of his choosing to bat again
- 5 runs for a wicket, batsmen change ends at fall of wicket apart from the end of an over
- Pitch length 17 yards
- Stumps 27 a 8 base
- Ball 4.75 ozs – Hard for 11bs & incrediball for Softball
- Five points for winning team, one point for losing team, three points each in the event of a tied game.
- Pairs scores to start at zero and for each wicket the bowling side takes they will have 5 runs added to their total.

Under 13

- 20 overs, 9 a side for A & B league
- When a batsman reaches or passes a personal total of 35 runs they must “retire” and will not be allowed to return. Last man stands will apply up to the relevant retirement score.
- No balls in all A leagues will count as 1 run, be re-bowled and attract a free hit.
- For the B league no balls count as 2 runs with no extra balls apart from the last over of each innings
- For A & B leagues wides count as 2 runs with no extra balls apart from the last over of each innings.
- 4 over maximum per bowler
- Pitch length – 19 yards
- Stumps 27 and 8 at base
- Ball 4.75 ozs
- The winning team a match will receive 10 points. In a tie (both teams scoring the same number of runs irrespective of number of wickets lost) each team receives 5 points. In a no result match or one cancelled through inclement weather or other special circumstances approved by the Committee, no points will be awarded
- Batting bonus points will be awarded as follows: one point gained for reaching 50 runs, one more point thereafter for each further 30 runs to a maximum of 4 points. i.e. runs over 140 do not attract any more bonus points
- For a team batting second and winning, an additional point awarded up to a maximum of 4 batting points for every 2 wickets in hand at the close
- Bowling bonus points will be 1 point per two wickets taken.

Under 15s/17s

- 20 overs, 9 a side for A & B league
- When a batsman reaches or passes a personal total of 40 runs they must “retire” and will not be allowed to return, Last man stands will apply up to the relevant retirement score.
- No balls in all A leagues will count as 1 run, be re-bowled and attract a free hit.
- For the B league no balls count as 2 runs with no extra balls apart from the last over of each innings
- For A & B leagues wides count as 2 runs with no extra balls apart from the last over of each innings.
- 4 over maximum per bowler
- Adult stumps
- Pitch length 22 yards
- Ball – adult
- The winning team a match will receive 10 points. In a tie (both teams scoring the same number of runs irrespective of number of wickets lost) each team receives 5 points. In a no result match or one cancelled through inclement weather or other special circumstances approved by the Committee, no points will be awarded
- Batting bonus points will be awarded as follows: one point gained for reaching 50 runs, one more point thereafter for each further 30 runs to a maximum of 4 points. i.e. runs over 140 do not attract any more bonus points
- For a team batting second and winning, an additional point awarded up to a maximum of 4 batting points for every 2 wickets in hand at the close
- Bowling bonus points will be 1 point per two wickets taken
- Runs to a maximum of 4 points. i.e. runs over 140 do not attract any more bonus points
- For a team batting second and winning, an additional point awarded up to a maximum of 4 batting points for every 2 wickets in hand at the close
- Bowling bonus points will be 1 point per two wickets taken.

Rain/bad light interruptions

In a match interrupted by rain or bad light in the second innings, the result will be calculated on the average run rate as follows: if the team batting first is bowled out in under 20 overs, the average run rate will be calculated on 20 overs. The team batting second must bat a minimum of 10 overs.

Helmets

It is recommended by the ECB that young players wear a helmet when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice. **In all SEHCA matches using a hard ball, all players when batting or when keeping wicket and standing up to the stumps must wear a helmet with a faceguard. Please note that, in matches played under the control of HCB (and that means all matches in SEHCA) a parental waiver is NOT acceptable and helmets must be worn in circumstances given above.**

Players must regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and for boys an abdominal protector (box). There is a British Standard (BS7928:1998) for cricket helmets and it is in the best interests of players to ensure that their helmet conforms to this standard. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk or their manager assesses they may be at risk. These fielding regulations are applicable to all cricket in England and Wales.

Preventing Injury for Fast Bowlers

These ECB directives apply to girls and boys. For the purposes of these directives a fast bowler is defined as a bowler to whom a wicket keeper of the same age group would in normal circumstances stand back to take the

ball. All coaches/managers are expected to identify those players with the potential to bowl fast and ensure they follow the directives in all cricket throughout the season.

To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following directives provide sensible playing and training levels.

These figures are based on players bowling in no more than 3 matches or practice sessions per week for age groups up to and including U15, and 4 matches or practice sessions for age groups up to and including U19.

Players can play in other matches providing they do not bowl.

| <u>Age on previous 31 August</u> | <u>max overs per spell</u> | <u>max overs/day</u> |
|----------------------------------|----------------------------|----------------------|
| Up to 13 | 5 | 10 |
| Under 14, Under 15 | 6 | 12 |
| Under 16, Under 17 | 7 | 18 |
| Under 18, Under 19 | 7 | 18 |

Having completed a spell, the bowler cannot bowl again from either end, until the equivalent number of overs to the length of that spell has been bowled from the same end. If play is interrupted, for any reason for less than 40 minutes, any spell in progress can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption, the bowler cannot bowl again from either end until the equivalent number of overs, to the length of their spell, before the interruption have been bowled, from the same end. If the interruption is 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these directives has bowled in a match, they cannot exceed the maximum number of overs per day for their age group, even if they subsequently bowl spin. The bowler can exceed the maximum overs per spell if bowling spin, but cannot then revert to fast bowling until an equivalent number of overs to the length of their spell have been bowled from the same end. If they bowl spin without exceeding the maximum number of overs in a spell, the maximum will apply as soon as they revert to bowling fast.

