



CHANCE TO COMPETE

GIRLS' U13 & U15 CRICKET COMPETITION

2024

COMPETITION RULES:

TITLE

- The title of the competition shall be Chance to Compete.
- Please note rules may be adapted across individual competitions due to various constraints, i.e. venue constraints, number of teams or time constraints.

MANAGEMENT & SCHOOL QUALIFICATION

- The control of the competition shall be undertaken by Kent Cricket.
- All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.
- This competition is ONLY open to STATE schools.

QUALIFICATION OF PLAYERS

- A player may represent a school in the competition that is age appropriate to them.
- U13 eligibility – The player should be Under 13 years (Year 7&8).
- U15 eligibility – The player should be Under 15 years (Year 9&10).
- Players may play for only one team in this competition in any one season (i.e. either U13 **OR** U15).
- Each team may have a squad of up to 10 players with only 8 players taking part in each match.



CRICKET BALLS & EQUIPMENT

- Please print your own scoresheets for the competition.
- Please bring all the following warm up equipment with you if desired.
 - Warm up balls
 - Plastic bats

UMPIRES & SCORERS

- During the group stages, schools must help with umpiring and scoring, any teachers new to officiating will be provided with support from the Kent Cricket Staff.
- The County Finals will have umpires provided, however schools will be responsible to score their own games.

PITCH

- The length of the pitch will be 19 yards* (U13 Girls)
- The length of the pitch will be 20 yards* (U15 Girls)

*but with a 15 yard running crease at the non-striker's end to encourage running.

DURATION

- 8 overs per innings.

BATTING

- Batters may run on any ball whether it is hit or not.
- Batters must retire when their total is equal to or has passed 15 (all runs will count, i.e. a batter is on 14 and hits a 6, they retire on 20).
- Retired batters can continue their innings if only 1 batter remains.
- Retired batters must return in the order they retired in.
- A single batter may remain with the support of a runner – who can be run out.



- The innings will be declared closed when:
 - All batters are out.
 - The allocated numbers of overs have been bowled by the fielding team.
 - For the second innings all overs will be bowled unless all the batters are out.
- The LBW law will not be applied unless the batter is deemed to deliberately block the ball from hitting the wicket with their leg, without offering a shot.
- Batters can be caught out off any wall or ceiling but not the boundary wall.

BOWLING

- Any player may bowl, including the wicket keeper.
- We encourage all bowlers to bowl over arm, however under arm is also an option. Only 6 balls to be bowled in any over, except in the final over.
- 3 runs will be awarded to the batting team for each wide ball and no ball bowled, but no extra ball will be allocated, if a wide or no ball is bowled in the last over then the ball will have to be re-bowled.
- If a ball bounces more than twice before reaching the popping crease, a no ball will be called.
- Minimum of 5 bowlers per innings (with a maximum of 2 overs per bowler).
- All bowling to be bowled from one end only.
- ECB Fast Bowling Directives will NOT apply to this competition.
- Any ball bowled arriving at the popping crease over shoulder height without bouncing, will be called a no ball.

FIELDING

- Fielders in front of the batter must stand at least 8 yards from the batter or against the wall, whichever is closer.



- The umpire must stop the game in the event of the rule above is being broken and must ensure the fielder is further than 8 yards away from the batter before play resumes.

SCORING

- Add 3 extra runs to the team score for each no ball or wide bowled by the opposing team.
- Extras should not be added to the batters score except no balls where additional runs are scored (example – a no ball is bowled, 3 runs are added to extras, the batter hits it for 4 – this goes on the batters score and the team score – overall team runs scored for this delivery is 7).
- No extra balls to be bowled for illegal deliveries, except in the last over, if a wide or no ball is bowled the bowler must bowl each illegal delivery again. Any extra ball in the last over will be an extra 3 runs.
- 1 run will be awarded if the ball hits the wall or the ceiling and the batters do not run.
- 2 runs will be awarded if the ball does not hit any wall or ceiling and the batters complete a run.
- 3 runs will be awarded if the ball hits the wall, or the ceiling and the batters complete a run.
- 4 runs will be awarded if the ball hits the boundary wall without hitting the side wall or ceiling but bounces.
- 6 runs will be awarded if the ball hits the boundary wall without hitting the side wall or ceiling but does not bounce.
- 1 run shall be awarded if the ball is thrown by a fielder following fielding the ball and the ball hits any wall or the ceiling. This rule can apply more than once during the same delivery.
- Score sheets will be provided by the Competitions Manager.

RESULT OF A MATCH

- The team with the highest score wins.



- A tied game is acceptable - a tied game is both teams score the same number of runs and have lost the same number of wickets.
- In a knockout match if the teams score is equal the following will be used to determine a winner:
 - Number of wickets taken.
 - Team scoring most runs in overs 1, then 2, then 3 and so on until the 8th over.
- If scores are still level, to determine a winner then a bowl out will take place. Captains shall nominate before the start of the bowl out which four members of the team shall bowl. All four bowlers will bowl 2 balls each and the team that hits the wickets the most will be declared the winner. If still equal, it will be sudden death to decide the winner.

RESULT OF A COMPETITION (GROUP STAGES)

- There will be two clusters in both U13 & U15 age groups (East and West Kent).
- 3 points will be awarded for a win, 2 for a tie or 1 for a loss.
- At the end of the group league stage, the top two teams will progress to the finals for their appropriate age group.
- There will be a County Finals Day for both age groups that will consist of 4 teams per age group. The winning team will receive trophies and medals. Certificates will also be awarded to all participants.

CODE OF CONDUCT

- All players, coaches or match officials shall be bound by the [MCC Spirit of Cricket](#) and the ECB General Conduct Regulations.

ORGANISERS DECISION

- In all matters relating to the competition the Competition Manager's decision shall be final and binding.