

Kent Cricket

U13 Girls' Club EIGHTY

Competition Rules 2024



1. TITLE

- 1.1. The title of the Competition shall be the Kent Cricket U13 Girls' Club EIGHTY Competition.

2. MANAGEMENT

- 2.1. The control of the competition shall be undertaken by the Kent Women's and Girls' Group Management Committee (KWAG).
- 2.2. All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

3. COMPETITION STRUCTURE and GROUNDS

- 3.1. KWAG shall organise clubs into regional groups for the group stage matches.
- 3.2. Clubs will arrange their own fixtures home and away with the other club teams in their group. The deadline for these fixtures is **Sunday 18th August 2024**.
- 3.3. Once fixtures are confirmed, these can be updated on the [Kent Cricket Competitions](#) Play Cricket.
- 3.4. Four of the group winners will qualify to contest the Finals Day (based on a calculation and a playoff, see point 20). The Finals will consist of two Semi-Finals and a Final.

4. ELIGIBILITY

- 4.1. The competition shall be open to all KWAG member clubs, who are affiliated to the ECB through their County Cricket Club.
- 4.2. A club may enter one or more team before the competition entry deadline.
- 4.3. Up to two clubs may collaborate to form one team to enter the competition.

5. QUALIFICATION OF PLAYERS

- 5.1. A player may only represent one club in the competition if they are 12 years or younger at midnight on 31st August prior to the season of the competition.
- 5.2. If a club does not have sufficient and capable under 13s, a club may play a maximum of two under 14 players, providing they are not current county players.
- 5.3. If a club does not have sufficient and capable under 13s, a club may invite up to 2 players from other clubs as guest players, providing the guest players' clubs are not entering the competition.
- 5.4. Each team may have a squad of up to 10 players but no more than 8 players can participate in any one fixture. An additional player may be used in event of an injury.

6. TEAMS

- 6.1. Each club must enter their squad and individual players on to their own Play Cricket site.
- 6.2. Coaches and non-players are not permitted to coach whilst the match in progress.
- 6.3. Coaches and non-players are not permitted to enter the field of play at any time once play has commenced (except if umpiring or to treat an injury).
- 6.4. There must be a minimum of 6 players in a team attending each match. If teams have fewer than 6 players, they can play friendly matches but will receive no points.
- 6.5. In the case above, the team with a full 8 or at least 6 players, will receive 4 points.
- 6.6. For the team short of the 8 players, prior to a match commencing, the team must nominate 1 or 2 players who are to bat for a second time, with the agreement of the opposition coach or manager.

7. CRICKET BALLS

- 7.1. It is the responsibility of each club to provide a PINK OR RED ball for their fielding innings (U13 will be 4 ¾ oz hardballs).
- 7.2. KWAG (Competition Organisers) shall provide balls for the Finals Day.

8. UMPIRES & SCORERS and ADULTS in charge of TEAMS

- 8.1. It will be the club's responsibility to manage the match play during the afternoon.
- 8.2. Clubs will need to provide umpires and scorers (In the book, online or one of each)
- 8.3. KWAG will produce a scoresheet specifically for the competition.
- 8.4. KWAG will appoint independent umpires for the Finals Day.

9. FINANCE

- 9.1. The competition entry fee will be £40 per team but won't be required up front.
- 9.2. KWAG will invoice clubs at the end of the competition.

10. COMPETITION RESULTS AND STATISTICS

- 10.1. If club personnel associated with U13 girls' teams have administration rights to Play-Cricket, all winning teams should enter their results onto Play-Cricket within 24 hours of the completion of the matches if not scoring online.
- 10.2. Otherwise, if you do not have such rights, photograph the scoresheets and send immediately to sear758@btinternet.com when the matches have been completed.
- 10.3. The teams scores and result are the most important entries, however, it is up to individual clubs if they wish to enter the full scorecards.
- 10.4. Please keep a record of all scoresheets, as statistical information may be required at the end of the season.
- 10.5. KWAG will inform all club teams that have qualified for the County Finals Day in good time.

PLAYING CONDITIONS – Laws of Cricket 2017, 1st edition



11. PITCH

11.1. The length of the pitch will be:

11.1.1. 19 yards with a maximum boundary of 45 metres (50 yards) from the middle of the wicket, some venues may vary due to limitations.

11.1.2. The pitches on the designated grounds may be natural or non turf grass and, therefore, appropriate footwear will be required to be worn depending on what type of surface the match is played.

12. DURATION and BATTING

12.1. Each team starts from 0 and shall bat for 80 balls. Teams should aim to complete their innings in 60 minutes.

12.2. Regardless of the scores, providing there is no weather interruption, the team batting second must complete their innings of 80 balls.

12.3. The batting team is divided into 4 pairs of batters, with each pair receiving 20 balls.

12.4. Batters change ends after 10 balls have been bowled.

12.5. If a batter is out, 5 RUNS ARE AWARDED TO THE FIELDING TEAM.

12.6. If a batter is out, they should not face the next ball.

12.7. Innings will be separated by a 15-minute interval unless interruptions have occurred, where the umpires can waive / amend this interval time.

12.8. One drinks interval shall be permitted in any innings. If taken, it should be after 40 balls.

12.9. An individual player may be given a drink either on the boundary edge or at the changeover of pairs on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field of play without the permission of the umpires.

13. Helmets and protective headwear

13.1. ECB guidelines on helmets and protective headwear shall be adhered to, during all matches in this competition.

14. BOWLING and BOWLERS and WICKET KEEPER

14.1. Bowling is from one end only, to be agreed by the umpires or adults in charge of the teams.

14.2. A minimum of 5 bowlers must bowl in an innings.

14.3. Bowlers may bowl a maximum of 15 balls in an innings.

14.4. A bowler may be permitted to bowl up to 10 consecutive balls.

14.5. Except in the last 5 balls of each innings, no extra ball is bowled for a wide or no ball. Penalty 2 runs awarded to the batting team.

14.6. The final 5 balls per innings must be legitimate deliveries. If a wide or no ball is bowled, the penalty is 1 run, and the ball must be bowled again.

14.7. If a bowler is unable to complete a 5 or 10 ball 'spell' due to illness or injury, any fielder may complete the 'spell' but without breaking the maximum 15 ball rule.

14.8. ECB's Fast Bowling Directives will apply in this competition.

15. Junior Fielding Restrictions

15.1. No player will be allowed to stand closer than 11 yards from the middle of the wicket respectively, until the batter has played the ball. This is except for the wicket keeper and fielders on the offside behind the wicket.

15.2. The umpire should ensure these restrictions are not breached and must stop the game until the distance is correct.

16. Fitness of Play (Ground Condition & Light)

16.1. All references to ground include the pitch. See Law 7.1 (Area of pitch.)

16.2. It is solely for the umpires to decide whether the conditions of ground, weather, light or exceptional circumstances, mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

16.3. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

16.4. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

16.5. When there is a suspension of play, it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately after the umpires agree that the conditions are no longer dangerous or unreasonable, they shall call upon the players to resume play.

17. Delay or Interruption

Every effort should be made to complete matches after a delayed start or interruption. The time allocated for an 80-ball innings is 60 minutes, but this may not be possible to complete in the afternoon. The above rules apply but games may be reduced as follows:

- The game is reduced to 60 balls per innings, with each pair of batters receiving 15 balls.
- Only two bowlers may bowl a maximum of 15 balls.

18. Calculation of Target Score in Reduced Overs Games

18.1. If the number of balls received by the team batting second is fewer than the number of balls received by the team batting first, then the target score shall be reduced according to the innings run rate of the team that batted first. For example, the team batting first makes 120 runs off their full 80 balls, their run rate is 1.5. If the innings of the team batting second is reduced to 60 balls, their target score will be 91. This is based on innings run rate of 1.5 per over plus 1 run to win the match.

18.2. Totals are to include 5 runs per wicket taken.

19. Match Results for Cluster Groups

Win:	4 points
Tie:	2 points
Abandoned:	2 points
Cancelled:	1 point
Loss:	0 points

Clubs can choose to reschedule fixtures in the event of an abandoned or cancelled fixture. The home team can suggest two alternative dates, as long as they fall before the fixture deadline (Sunday 18th August). If the opposing team are still unavailable, they would concede the fixture, receiving 0 points and gifting 4 points to the home side.

In the event of teams finishing on equal points, the final standings shall be decided in the following order of priority. If two teams have equal points, the team that won the match between them will be placed in the higher position. If still equal, e.g., the game was abandoned/tied, the team with the higher net run rate across the Cluster Group League will be placed in the higher position.

**Net run rate is calculated by the average runs per over that a team scores minus the average runs per over that's scored against them.

20. Calculation for Teams Qualifying for the County Finals Day

All Group/Cluster winners will go into the calculation for qualification.

Three teams will qualify automatically for Finals Day based on this calculation.

Points Total (however, if number of games played is unequal, then highest average points score)

If points, or average points is equal, then teams will be determined by the overall highest run rate.

The 4th/5th placed group winners, based on the calculation, will then play a playoff for the 4th place in the County Final.