



UNDER 13 SCOTTISH CUP 2018

RULES AND PLAYING CONDITIONS

RULES

1. The control of the Competition shall be undertaken by the Competitions Management Group of Cricket Scotland and all decisions reached shall be final.
2. The Competition is open to all cricket clubs who are affiliated to Cricket Scotland.
3. A boy/girl may represent a club in the Competition if he/she is under 13 years of age at midnight on 31 August prior to the season of the Competition. No boy/girl shall play for more than one club in the Competition in the same season. All boys/girls must be junior members (or equivalent) of the club they represent.
4. Each club shall provide a ball for the match. Unless otherwise agreed a new ball should be provided.
5. The club drawn at home shall be responsible for all match arrangements and must offer its opponents three dates, including a weekend date where the clubs are located more than fifty miles apart. **The visiting team shall be equally responsible for seeing that fixtures are arranged.** Alternative venues should be sought if necessary where a ground is not readily available because of senior cricket.
6. Each club shall provide one umpire and one scorer except in the Semi-finals and Final when neutral umpires shall be appointed.
7. In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for any other reason, then in the last resort the decision shall be made by the toss of a coin between the two team managers when both are present. In the event of the two team managers not being able to be present, the tossing of the coin shall be referred to Cricket Scotland.
8. In the event of 'no result' being achieved, clubs may play on an alternative date agreed by the team managers. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", it shall have the option of reversing the venue on the agreed alternative date. This option will not apply if the Away Club has been advised that the ground is unfit for play but, nevertheless, decided to travel. Where the Away Club wishes to take up the option of reversing the venue the Home Club must be informed on the day and this reversal and the agreed date should be intimated to Cricket Scotland by the Away Club.
9. It shall be the responsibility of the **winning club** to advise the result – and match scores - to Cricket Scotland, National Cricket Academy, MES Sports Centre, Ravelston, Edinburgh EH4 3NT - Tel: 0131 313 7420, Fax: 0131 313 7430 or e-mail: ramsayallan@cricketscotland.com immediately after each match.
10. Any queries should be directed to Cricket Scotland, National Cricket Academy, MES Sports Centre, Ravelston, Edinburgh EH4 3NT - Tel: 0131 313 7420, Fax: 0131 313 7430 or e-mail: ramsayallan@cricketscotland.com

PLAYING CONDITIONS

The laws of cricket shall apply with the following exceptions:-

- 1 The pitch shall be 21 yards in length.
- 2 The ball shall weigh 4³/₄ozs.
- 3 The stumps shall be 27 inches above the ground and 8 inches wide.
- 4 Each team shall comprise 11 players.
- 5 Each game shall consist of one innings per side. Each innings shall be of 20 overs duration. A minimum of 10 overs per side will constitute a match. If the number of overs available to each side is not equal then run rate must be used to decide matches.
- 6 No bowler shall bowl more than 4 overs in a match. In matches of less than 20 overs a side the number of overs per bowler must be reduced pro rata.
- 7 When a batsman reaches or passes the personal total of 30 runs they must retire and will not be allowed to return. A batsman can continue their innings beyond 30 if their retirement would end the innings before the agreed number of overs have been bowled.
- 8 The team scoring the most runs in its innings shall be the winner.
- 9 In the event of the scores of each team being equal the winner shall be determined as follows:
 - (a) The team which has taken the greater number of wickets
 - (b) If still equal the side with the higher score at the end of 19 overs. If still equal the score at the end of 18 overs, 17 overs etc.
 - (c) If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved. If a bowl out is not possible, the winner will be decided by the toss of a coin.
- 10 **Fielding Restrictions**
 - 10.1 No fielder, except the wicket-keeper, shall be allowed to field nearer than 11 yards (10 metres), measured from the middle stump, except behind the wicket on the offside, until the batsman has played the ball.
 - 10.2 This minimum distance applies even if the player is wearing a helmet.
 - 10.3 Should a player come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.
- 11 **Helmets**

Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket.