

# CRICKET SCOTLAND

## UNDER 16 SCOTTISH CUP 2019

### 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 the Cricket Scotland.
3. A boy/girl may represent a club in the Competition if he/she is under 16 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. This applies when a Competition is continued forward to the following season due to circumstances such as weather. 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 will play on an alternative date to be agreed by the team managers. Although that alternative date may be still to be agreed, 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 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 by e-mail: [iaimurdoch@cricketscotland.com](mailto:iaimurdoch@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: [iaimurdoch@cricketscotland.com](mailto:iaimurdoch@cricketscotland.com)

## PLAYING CONDITIONS

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

- 1 Matches shall consist of one innings per side.
- 2 Each innings shall be of 20 overs duration. A minimum of 10 overs a 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.
- 3 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.
- 4 When a batsman reaches or passes the personal total of 50 runs they must retire and will not be allowed to return. A batsman can continue their innings beyond 50 if their retirement would end the innings before the agreed number of overs have been bowled.
- 5 The team scoring the most runs in its innings shall be the winner.
- 6 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. Batsmen that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost. See Appendix A for examples
  - (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 until a result is achieved. In the event a side is bowled out in less than 20 overs, then the sides final total will be considered the total at the end of all uncompleted overs up to and including 19<sup>th</sup> over. See Appendix A for examples
  - (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
- 7 **Fielding Restrictions**  
In this Competition:
  - 7.1 No young player in the Under 16 age group or younger shall be allowed to field closer than 7.3 metres (8 yards), measured from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
  - 7.2 No young player in the Under 14 age group or younger shall be allowed to field closer than 10 metres (11 yards), measured from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
  - 7.3 These minimum distances apply even if the player is wearing a helmet.
  - 7.4 Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
  - 7.5 The Manager should be responsible for informing the umpires which players are U14 years of age in any particular match.
- 8 **Helmets**  
Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket.

## Appendix A

### Examples of Tied Scores and Derivation of Winners

#### Example 1

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs. They lost 5 batsmen and 2 of their batsmen retired not out. (Again, Batsman number 9 is at the crease at end of innings). Their score is 118 for 5 after 20 overs.

Team A win on fewer wickets lost (Rule 8.a)

#### Example 2

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs

Team B have only 9 players. They also score 118 runs and are bowled out in 19.3 overs. They lost 3 batsmen and 5 of their batsmen retired not out. (Their final wicket being one of the 3 batsmen dismissed). As the missing players are considered to be wickets lost under cricket laws, their score is 118 for 5 after 19.3 overs. After 19 completed overs they were on 117 runs.

Team A win as they have lost fewer wickets. (Rule 8.a)

#### Example 3

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs

Team B also score 118 runs and are bowled out in 19.3 overs. They lost 3 batsmen and 7 of their batsmen retired not out. (Their 10<sup>th</sup> wicket being one of the 3 batsmen dismissed). Their score is 118 for 3 after 19.3 overs. After 19 completed overs they were on 117 runs.

Team B win as they have the higher score after 19<sup>th</sup> over having lost the same number of wickets. (Rule 8.b)

#### Example 4

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs. After 18 completed overs they were on 107. After 17 completed overs they were on 99 and after 16 completed overs they were on 95.

Team B also score 118 runs and are bowled out in 16.3 overs. They lost 3 batsmen and 7 of their batsmen retired not out. (Their 10<sup>th</sup> wicket being one of the 3 batsmen dismissed). Their score is 118 for 3 after 16.3 overs. After 19 'completed' overs they were considered to be on 118. After 18 'completed' overs they were considered to be on 118. After 17 'completed' overs they were considered to be on 118. After 16 overs they were on 116.

Team B win as they have the higher score after 19<sup>th</sup> over (118 v 110) having lost the same number of wickets. (Rule 8.b)

#### Example 5

Team A score 118 runs in their allocated 20 overs. Six of their batsmen were dismissed and 2 of their batsmen retired not out. (Batsman number 10 is at the crease at end of innings). Their score is 118 for 6 off 20 overs. After 19 completed overs they were on 110 runs. After 18 completed overs they were on 107. After 17 completed overs they were on 99 and after 16 completed overs they were on 95.

Team B have only 9 players and also score 118 runs and are bowled out in 16.3 overs. They lost 4 batsmen and 4 of their batsmen retired not out. (Their final wicket being one of the 4 batsmen dismissed). As the missing players are considered to be wickets lost under cricket laws their score is 118 for 6 after 16.3 overs. After 19 'completed' overs they were considered to be on 118. After 18 'completed' overs they were considered to be on 118. After 17 'completed' overs they were considered to be on 118. After 16 overs they were on 116.

Team B win as they have the higher score after 19<sup>th</sup> over (118 v 110) having lost the same number of wickets. (Rule 8.b)