



UNDER 16 SCOTTISH CUP 2023

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 player may represent a club in the Competition if the player is under 16 years of age at midnight on 31 August prior to the season of the Competition. No player 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 players 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. 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", the Away Club will automatically become the Home Club for the match on the alternative date. This change of venue will not apply if the Away Club has been advised that the ground is unfit for play but, nevertheless, decided to travel.
9. It shall be the responsibility of the **winning club** to advise the result – and match scores - to Cricket Scotland by e-mail to georgeburns@cricketscotland.com immediately after each match.
10. Any queries should be directed to Cricket Scotland (0131 313 7420) by e-mail : georgeburns@cricketscotland.com

PLAYING CONDITIONS

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22) :-**

1. Matches shall consist of one innings per side.
2. 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.
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 batter reaches or passes the personal total of 50 runs they must retire and will not be allowed to return. A batter 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. Batters 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 side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings. 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

- 7.1 No fielder in the Under 16 age group or younger shall be allowed to field closer than 8 yards (7.3 metres), measured from the middle stump, except behind the wicket on the off side, until the batter 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 11 yards (10 metres), measured from the middle stump, except behind the wicket on the off side, until the batter has played at the ball.
- 7.3 These minimum distances apply even if the player is wearing a helmet.
- 7.4 Should a 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 Team Manager is 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.

9. Semi-Finals and Final

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 30 yards (27.4 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery there must be not more than five fielders on the leg side.

For the duration of the innings a maximum of five fielders are permitted to be outside the field restriction area at the instant of delivery.

In the event of an infringement of the above fielding restrictions the umpire at the striker's end shall call and signal 'No Ball'.

APPENDIX A

Examples of tied scores and determination of the winning team.

Example 1 – fewer wickets lost.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out having reached or passed 50 runs. Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs. They lost 4 batters and 1 of their batters retired not out. Their score is 118 for 4 after 20 overs.

Team A win on fewer wickets lost - Rule 6 (a).

Example 2 – fewer than 11 players.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out. Their score is 118 for 3 off 20 overs.

Team B have only 9 players. They also score 118 runs in 20 overs. They only had 2 batters dismissed and 2 of their batters retired not out. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 4.

Team A win as they have lost fewer wickets - Rule 6 (a).

Example 3 – higher score after 19,18,17 overs etc.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out. Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 for 2.

Team B also score 118 runs in their allocated 20 overs. They lost 3 batters and 1 of their batters retired not out. Their score is also 118 for 3. After 19 completed overs they were on 115 for 3.

Team B win as they have the higher score after 19 overs (115 v 110), both sides having lost the same number of wickets in the match - Rule 6 (b).

Example 4 – one side all out in less than 20 overs.

Team A score 148 runs in their allocated 20 overs. Nine of their batters were dismissed. Their score is 148 for 9 off 20 overs. After 19 completed overs they were on 143 runs for 7.

Team B also score 148 runs and are bowled out in 16.3 overs. They lost 9 batters and 1 of their batters retired not out. Their final wicket was a batter who had also passed 50 but was allowed to continue (Rule 4) until he/she or their last batting partner was dismissed. Their score is 148 for 9 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 148.

Team B win as they have the higher score after 19 overs (148 v 143), both sides having lost the same number of wickets in the match - Rule 6 (b).

Example 5 – fewer than 11 players and both sides all out in less than 20 overs.

Team A score 118 runs and are bowled out in 19.3 overs. Eight of their batters were dismissed and 2 of their batters retired not out. Their final wicket was one of the 8 batters dismissed. Their score is 118 for 8 off 19.3 overs. After 19 completed overs they were on 114 runs.

Team B have only 9 players and also score 118 runs and are bowled out in 16.4 overs. They lost 6 batters and 2 of their batters retired not out. Their final wicket was one of the 6 batters dismissed. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 8 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 118.

Team B win as they have the higher score after 19 overs (118 v 114), both sides having lost the same number of wickets in the match - Rule 6 (b).