

INSPIRESPORT SCOTTISH SCHOOLS U18 Girls

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 schools who are affiliated to Cricket Scotland.
3. A player may represent a School in the Competition if the player is under 15 years of age at midnight at the start of the school year prior to the season of the Competition. No player shall play for more than one School 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 School they represent.
4. Each School shall provide a 5 oz pink ball for the match. Unless otherwise agreed, a new ball should be provided. Match balls will be provided for finals day.
5. Schools can wear colour or white clothing.
6. The School drawn at home shall be responsible for all match arrangements and must offer its opponents three dates, including a weekend date, where the Schools are located more than fifty miles apart. The visiting school 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.
7. Each School shall provide one umpire and one scorer except in the Semi-finals and Final when neutral umpires shall be appointed.
8. Teams should be encouraged to score the match on CS Live which can be done live or post-match. If this is not possible, it shall be the responsibility of the winning School to advise the result - and match scores - to Cricket Scotland by e-mail to georgeburns@cricketscotland.com immediately after each match.
9. Any queries should be directed to Cricket Scotland 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 will consist of one innings per side. Each innings shall be restricted to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 mins. On the fall of a wicket, the incoming batter must cross on the field with the dismissed batter. An interval of 10 minutes will occur between each innings.
2. Teams will consist of 11 players
3. 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. If a match cannot be completed the following options should be applied

- (a) Replay the match
 - (b) Bowl out – see section (9c) for bowl out rules
4. Boundary lengths for Under 18's should be 50 to 70 yards.
5. 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.
6. Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
7. Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.
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. 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.
10. Wide Ball – Judging a Wide
 - (a) Leg side

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.

There are two exceptions to this Rule:

 - It is not a wide when the batter moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).

- It is not a leg side wide, as defined in (e) (i) above, when the batter plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the wide lines (see Appendix 1) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

(b) Off side

Any delivery that passes outside or crosses the off side wide line, provided it is not hit by the striker, shall be called and signalled 'wide' by the Bowler's End Umpire.

There is one exception to this Rule.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

(c) Short Pitched Bowling

A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease. The umpire at the bowler's end shall advise the bowler and the batter on strike when such a delivery has been bowled.

In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a wide.

For the avoidance of doubt any short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

If another short pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No Ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the Batter. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

11 Fielding Restrictions / Powerplays

(a) There is no inner circle

- (b) At the instant of delivery, there may not be more than 5 fielder on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.

12 Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Rule 13 shall apply) or the no ball was due to a fielding breach.
- (d) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

13 Helmets

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

14 Concussion

Concussion replacements are permitted

15 Discipline

All schools are expected to maintain a high standard of behaviour as laid down by the CS Code of Conduct (see CS Website) Any school or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the CS Disciplinary Committee. Any club or player has the right of appeal to the CS Appeals Committee.

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. Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs.. Their score is 118 for 4 after 20 overs.

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

Example 2 – higher score after 19,18,17 overs etc.

Team A score 118 runs in their allocated 20 overs. 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. 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 8 (b).

Example 3 – 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. Their score is 148 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 8 (b).

Example 4 – fewer than 11 players and both sides all out in less than 20 overs.

Team A score 118 runs and their 10 batters are bowled out in 19.3 overs. After 19 complete 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.

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 8 (b).