

THE DERWENT VALLEY JUNIOR CRICKET LEAGUE

UNDER 11's LEAGUE RULES

1. The Management of this League shall be vested in the officials of the Derwent Valley Junior Cricket League.
2. Players in the League may be allowed to play up to and including School Year 6 (i.e. Under 11 years old on the 1st of September of the last year), with the exception that Girls may play one year above (i.e. School Year 7, Under 12 years old on the 1st of September of the last year).
3. Each Club shall send a list of registered players, with full first and last names and date of birth, to the League Registration Secretary by 15th April each year. Penalty for not doing so will be £20. Additional registrations must be registered, in writing or email, with the Registration Secretary before they can play. Any player wishing to change Clubs before and during the season must use the official YCA Transfer Form and then wait for permission to transfer from the Registration Secretary. No transfer may take place after the 1st July each season.
4. No player shall play for more than one Club during the current season.
5. Matches to commence at 6.00pm for Evening matches and 2.00pm for Sunday matches.
6. The Laws of Cricket will apply, with the following exceptions:
 - a. Each team shall comprise of 8 players.
 - b. Each innings shall be of 16 overs duration.
 - c. Each home club must provide a 4 ³/₄oz. junior cricket ball in good condition, for each match.
 - d. The pitch must be 20 yards in length.
 - e. The use of an artificial wicket is to be allowed, but only if the opposing team agrees? If not then a grass pitch is to be used. **The opposing team will need to indicate if they do not wish to play on an artificial wicket at least a week in advance in order for the home team to prepare a wicket.**
 - f. The batting side shall be divided into pairs. Each pair shall bat for 4 overs. Pairs shall change at the end of the 4th, 8th and 12th overs.
 - g. Two players on the fielding side can bowl 3 overs, with no other player allowed to bowl more than 2 overs.
 - h. Batsmen shall have unlimited "lives" but each "life" shall be recorded as a wicket lost.
 - i. Each team shall commence its innings with a score of 200 runs. Five runs shall be deducted from a team's overall score for each wicket lost.
 - j. In all matches no fielder, except the wicket-keeper, shall be allowed to field nearer than 11 yards, measured from the middle stump, except behind the wicket on the offside. A fielder shall be allowed to move into the restricted area to make a catch or field a ball, provided that he was outside the area when the stroke was made.
 - k. Two runs will be awarded for all wide and no balls and no extra ball will be allowed **except** in the final over of the innings.
 - l. In the event of a tie the team losing the fewer wickets shall be declared the winner. If the wickets are the same the team bowling the least amount of wides and no balls shall be declared the winner.
7. The E.C.B directives on wearing of helmets and fast bowling over limits shall apply for all junior players. E.C.B/Y.C.A. Team Cards are to be completed for all games by each Club and held by the Club to ensure that helmet rules and bowling restrictions of junior players are complied with. This is to be each Clubs responsibility and not the Leagues.
8. The League is to be run on a League basis consisting of two Zones with each team playing each other once. The following season fixtures will be reversed, (i.e. whichever teams Clubs play at home during the season they will play away the following season). A playoff match between the two Zone winners will take place to determine the League winners.
9. The fixtures will be compiled by the League Secretary for Friday Evenings, with any excess fixtures compiled for Sunday afternoons. Any Club that is unable to fulfil home fixtures, on the set dates, may rearrange them via mutual consent. The League Secretary is to be notified, in writing, of any change of fixture no later than 15th April. Penalty for not doing so will be £20.

10. Only 4 matches can be re-arranged during the season and must be played within 14 days of the original fixture (i.e. 2 weeks earlier or 2 weeks later), with the exception that matches must be played prior to the date set for the final round of league matches. Any rearranged match must be mutually agreed by both Clubs and approved by the League Chairman and Secretary (penalty for not doing so will be £20).
11. All league fixtures must be completed by Fri 15th July, with the Zonal play off taking place on Fri 22nd July.
12. All Clubs to provide own umpires and scorers.
13. A Win shall count 3 points and all rained off or abandoned matches shall count 1 point for each side.
14. The Zone Winner winning the League will receive a Trophy and 11 number individual awards. The losing Zone Winners will receive 11 number individual awards.
15. Results should be sent by the home team via the Junior League Results Centre. Results must be sent by 10.00pm for Evening games or 6.00pm for Sunday afternoon games. This shall include rained off matches. Penalty for not doing so will be £20.
16. League Merit Awards will be presented annually to the Batsman, Bowler, Fielder & Wicket Keeper scoring the most runs, most wickets, most catches and taking most victims respectively in the League with only League games to count. Nominations must be sent to League Secretary by 31st October of current season. Penalty for failing to nominate will be £10. The awards will be presented at the League A.G.M.
17. The League Committee will have full power to deal with any points in connection with this competition not already provided for in the rules.

RULES OF THE DERWENT VALLEY JUNIOR UNDER 11's LEAGUE K.O. CUP

18. A Knockout Cup shall be played for the league and is open to all Clubs in the League. The winning team will receive a trophy and 11 number individual awards and the runners up will each receive 11 number individual awards.
19. The Draw for the competitions shall be made by the Committee of the Derwent Valley Junior Cricket League.
20. Rules 2, 4, 5, 6, 7, 12 and 17 of the Derwent Valley Junior Under 11's League shall apply.
21. In the event of a cup match being cancelled, the home team must notify the League Secretary of the rearranged date within 3 days of the fixture being cancelled. Penalty for not doing so will be £20.
22. The Semi Finals will be played on the ground of the first named Club in the draw. The Final shall be played on a neutral ground.
23. Results of cup matches should be sent by the winning team via the Junior League Results Centre. Results must be sent by 10.00pm for Evening games or 6.00pm for Sunday afternoon games. This shall include rained off matches. Penalty for not doing so will be £20.