

Under-11 Competitions Rules – General

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2021-22 CHK Under-11 competitions are open to players born on or after 1st September 2010.
3. Girls born on or after 1st September 2009 are eligible to take part (see CHK Playing Condition 8q)
4. For the 2021-22 season CHK's Under-11 program shall comprise two competitions:
 - a. Under-11 League (pairs cricket)
 - b. Under-11 Championship
5. The Under-11 League will feature games of 16 overs per innings (pairs cricket) while the Under-11 Championship will feature games of 15 overs per innings ('proper' cricket)
6. A pink Montgomery 135g leather ball will be used in Pool 1 of the Under-11 League and Championship. A soft 'incrediball' will be used in Pools 2 and 3. Teams shall provide their own Montgomery balls, purchased from Montgomery Sports, and CHK will provide Incrediballs.
7. Teams playing in Pool 1 must ensure their players are adequately equipped and skilled to play hard-ball cricket. All batsmen must wear helmets, pads and gloves when batting and wicket-keepers must wear helmets and wicket-keeping gloves at all times. Teams that cannot provide the appropriate equipment for all players should not enter a team into the Premier groups.
8. Clubs should determine the relative strength of their players and to select their teams to play in each division/pool accordingly.
9. Players that participate in the Under-11 League are eligible to play

- in the Under-11 Championship and do not need to register again.
10. A player may transfer to a different team for the Under-11 Championship to the one that they played for in the Under-11 League, but they must play for only one team in each competition (i.e. a player cannot play for multiple teams).
 11. Unless otherwise directed by CHK, all Under-11 matches in the 2021-22 season will be played at Po Kong Village Road Reservoir Ground on Saturday mornings.
 12. Up to four sessions of matches may be played on each match day, with two matches per session. All matches should be completed within 1 hour and 40 minutes of the start time. The start time for matches will be as follows:
 - a. First session of matches will start at 8 am.
 - b. Second session of matches will start at 9.40 am.
 - c. Third session of matches will start at 11:20 am.
 - d. Fourth session of matches will start at 1:00 pm.
 13. Over Rate Penalties do not apply to the Under-11 Competitions. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.
 14. Teams should be at the ground and be ready for the coin toss at least ten minutes before the scheduled start time of their match and every effort should be made to start matches on time.
 15. All Under-11 matches shall be played by teams of eight (8) players. Any team with less than six (6) players shall not be allowed to play and a walk-over shall be awarded to the opposition.
 16. Teams that do not have six (6) players available at the scheduled start time shall forfeit the match to the opposition. If neither team has six players at the scheduled start time, the match will be

cancelled and no points will be awarded.

17. Wooden bats must be used and the use of abdominal protectors is encouraged.
18. All matches shall be played using the shortened length (18-yards) wicket. At the PKVR Reservoir ground, teams bowl from one end only. The non-striking batsman shall run from the 18-yard crease line.
19. Bowlers can choose to deliver the ball from the 22-yard bowling crease.
20. Two (2) runs will be added to the total of the batting side in the case of wide plus runs scored from byes. No extra ball will be bowled.
21. In the case of a “No-ball”, 2 runs will be added to the total plus any runs scored off the bat or byes etc. No-balls include a full toss that reaches the batsman above his waist, balls that roll along the ground and, where specified, deliveries that bounces more than ‘twice’ before the popping crease. **No** extra ball will be bowled. There will be **no** ‘free hit’ for a no-ball.
22. The person bowling the last over of the innings is required to bowl six legitimate deliveries (i.e. extras must be re-bowled).
23. Each team will provide an umpire for the match, the two umpires shall swap between square leg and officiating umpire after the completion of every over. The decisions of the Umpires are final.
24. At no stage during the match should spectators, including team coach or accompanying adults, enter the field of play, unless he/she is serving as an umpire.
25. In the interests of player development, CHK encourages team coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that this is done outside of the field of play.

26. CHK will appoint a Ground Manager each week to manage the Under-11 matches on that day. The Ground Manager's duties will include but not be limited to:
- a) Informing teams which pitch they will be play their games.
 - b) Checking that all teams have adult supervision.
 - c) Providing umpires with the match balls for Under-11 League and Under-11 Championship (Elite Division) matches.
 - d) Coordinating with teams on the appointment of umpires.
 - e) Requesting teams to nominate the scorer/s for each match.
 - f) Facilitating the timely start and finish of games.
 - g) Handling any disputes that might arise and reporting back to CHK on any incidents.
 - h) Assisting with the tidying of the ground and equipment at the end of the day's play.

Under-11 League (Pairs)

1. Teams that have registered for the competition will be split into multiple pools and they will play each other in round-robin matches.
2. There will be no Under-11 League champion awarded.
3. Each team shall start with a score of 100 runs (to achieve this in CricHQ please add 100 penalty runs at the start of each team's innings). Teams will score runs as per normal cricket, but they will lose five (5) runs for each wicket lost.
4. Each team shall bat with four (4) pairs of batsmen and each pair shall bat for four (4) overs each for a total of sixteen (16) overs. In the event that the match does not start on time, the number of overs may be reduced (see point 11 below).
5. If a team has only six or seven players, the bowling team shall select one or two players to bat again in the fourth pair.
6. When a batsman is dismissed, the team shall lose five (5) runs but the dismissed batsman shall continue to bat for the remainder of his pair's four over spell.
7. The batsmen at the crease shall change ends when a wicket falls.
8. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
9. The team with the highest aggregate score at the end of both innings shall be declared the winner. If the total runs are the same for both teams, the match will be tied.
10. The points system for the 2021-22 CHK Under-11 League is as follows:

Win:	14 points + batting and bowling bonus points (maximum of 24 points)
Loss:	0 points + batting and bowling bonus points (maximum of 10 points)
Tie:	7 points + batting and bowling bonus points (maximum of 17 points)
No Result:	12 points for each team
Walk-over:	24 points

Bonus Points

Batting: One (1) batting point for the team score reaching 155, 170, 185, 200 and 215 or more runs (maximum of 5 batting points)

Bowling: One (1) bowling point each for 1, 2, 3, 4, 5 wickets taken (maximum of 5 bowling points)

11. Due to the short timeframe to complete matches, teams must make every effort to start their matches at the scheduled time and team managers/coaches must ensure their players move quickly between overs and between innings to ensure a timely conclusion of matches. Matches that do not start on time may see a reduction in the number of their overs to ensure they finish within the allowable time. For every five (5) minutes of time lost, there will be a deduction of 2 overs per match or one over per innings.

Illustration

A match starting ten minutes late will be reduced by four overs or two overs per innings (i.e. each team will face only 14 overs) with the last pair of batters in each innings only facing two overs instead of four (or the last two pairs facing three overs each).

If a match starts more than ten minutes late, the match will be reduced to 12 overs per side and each batting pair will only face three overs. Each bowler will be restricted to a maximum of three overs.

A match starting more than 20 minutes late will be reduced to 8 overs per side with each batting pair facing only two overs each and each bowler restricted to a maximum of two overs.

12. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

Under-11 Championship

1. Upon completion of the Under-11 League, the Under-11 Championship will be played.
2. Matches in the Under-11 Championship shall be of 15-overs per innings.
3. Teams that have registered for the competition will be split into four divisions based on their final standings in the Under-11 League.
Division 1 = The top 6 teams from Pool 1
Division 2 = The bottom 2 teams from Pool 1 and top 5 teams from Pool 2
Division 3 = The bottom 4 team from Pool 2 and the top 3 teams from Pool 3
Division 4 = The bottom 6 teams from Pool 3
4. Teams will play the other teams in their division once. Divisions 1 and 2 will play with the hard ball, while Divisions 3 and 4 will play with the soft 'incrediball'.
5. At the end of this phase, the top four teams from each division will play in semi-finals and finals to determine the Under-11 Divisional Champions.
6. The first placed team shall play the fourth placed team in one semi-final while the second placed team shall play the third placed team in the other semi-final. The winning semi-finalists shall play each other in the final.
7. In the event that a semi-final cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the final is washed out, every effort will be made to play the match at a later date. If this cannot be achieved within a reasonable time period then the title will be shared between

the two finalists.

8. All Under-11 Championship matches played in a standard cricket match format. That is, the batting side shall start on a score of zero and shall accumulate runs in the traditional manner. Batsmen shall not be allowed to continue their innings once they have been dismissed.
9. A batsman must retire upon reaching a score of 20 runs but may return to the crease to bat again when six of his team players are out or retired. Retired batsmen must return to the crease in the same order in which they retired. An innings is over when one of the final pair of batsmen is dismissed.
10. The incoming batsmen must cross on the field of play with the dismissed batsman otherwise the batting side will be penalised and 5 runs deducted from that team's total runs scored.
11. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
12. The 2021-22 points system is as follows:

Win	14 points + batting and bowling points (maximum of 24 points)
Loss	0 points + batting and bowling points (maximum of 10 points)
Tie	7 points + batting and bowling points (maximum of 17 points)
No Result	12 points for each team
Walk-over	24 points

Bonus Points

Batting: One (1) batting point for the team score reaching 60, 70, 80, 90 and 100 or more runs (maximum of 5 batting points)

Bowling: One (1) bowling point each for 1, 2, 3, 4 and 5 wickets taken or all out (maximum of 5 bowling points)

13. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.