

## **Under-13 Competition Rules – General**

These are the general competition rules for the CHK Under-13 Leagues and should be read in conjunction with the playing conditions for each competition, and the 2021-22 CHK Playing Conditions.

1. The 2021-22 CHK Under-13 League is open to players born on or after 1st September 2008.
2. Girls born on or after 1<sup>st</sup> September 2006 are eligible to take part (see CHK Playing Condition 8q)
3. The Under-13 League is split in two divisions – Premier (Division 1) and Elite (Division 2). Clubs should determine the relative strength of their players and to select their teams to play in each division accordingly.
4. The Premier Division will consist of 20-overs per side matches played by teams of 11 players. The Elite Division will consist of two rounds – one round of 10-a-side 15-overs Pairs cricket, and one round of 11-a-side 15-overs ‘Proper’ cricket.
5. There will be no automatic promotion/relegation between the Premier and Elite divisions at the end of the season.
6. A Kookaburra brand 2-piece 142gm Pink leather cricket ball will be used in all league matches. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.
7. Teams will normally bowl from one end unless otherwise instructed by the CHK staff present to bowl from both ends.
8. For group stage games, each team will provide an umpire for the match. The umpires shall swap between square leg and officiating umpire at the completion of every over. If it is not possible to provide two umpires for each game, the batting team will provide

a square leg umpire. The decisions of the Umpires are final.

9. The length of the pitch will be equal to 20 yards.
10. The Toss must be conducted no more than 10 minutes before the start of the game, and must be conducted in front of adult representatives from both teams.
11. It is not mandatory to submit a written team list before the toss. However, the playing 11 must be selected on the CricHQ scoring App before the game gets underway.
12. Refer to CHK Playing Condition 28 regarding Adult Supervision requirements

## **Under-13 League – Premier Division T20**

These are the competition rules of the CHK Under-13 League – Premier Division T20. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with the *CHK Under-13 Competition Rules – General*, *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-13 Premier Division consists of 8 teams.
- b) Teams will play each other twice in a two-stage round robin.
- c) Teams will score points in each match. Each team will play 14 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) In case the semi-finals can not be played, the higher ranked teams will proceed to the finals (ie, 1<sup>st</sup> vs 2<sup>nd</sup>)
- f) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- g) There is no automatic promotion/relegation between divisions

### **2. Hours of Play**

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings. This includes one drinks break at the 10 over interval in each innings.

### **3. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer Conditions of Play Rule 17 for outline on this rule

### **4. Length of Innings**

Refer to CHK Premier League T20 Playing Condition 6.

### **5. Delayed or Interrupted Matches**

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

### **6. Number of overs per Bowler**

Refer to CHK Premier League T20 Playing Condition 8.

### **7. Fielding Restrictions**

A six-over powerplay at the start of the innings will be in effect. Refer to CHK Premier League T20 Playing Condition 12. The radius of the semi-circles shall be 25.15 yards instead of 30.

At KGV and DB Plaza, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

## **8. Tied Matches – Super Over**

A super-over is only to be played during the semi-finals and final. See CHK Premier League T20 Playing Condition 15.

## **9. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

## **10. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. 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.

## **11. Batsman Retirement**

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

## **12. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

### 13. League Champions

The champions for the U13 League Premier Division will be the side that wins the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals:

- e) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- f) If the NRR is equal then the team with the most wins in the competition finishes higher.
- g) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- h) If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

*\*Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

## Under-13 League – Elite Division Pairs

These are the competition rules of the CHK Under-13 League – Elite Division Pairs. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. The 2021-22 Under-13 League Elite Division consists of 8 teams.
2. Each team will play the other once in a single-stage round robin during the Pairs competition.
3. Teams will be 10 players a side.
4. There will be no Under-13 League Elite Division Pairs champion awarded.
5. 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.
6. Each team shall bat with five (5) pairs of batsmen and each pair shall bat for three (3) overs each for a total of fifteen (15) overs. In the event that the match does not start on time, the number of overs may be reduced (see point 11 below). If a team has less than 10 players, the bowling team shall select which players get to bat again.
7. 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 three over spell.
8. The batsmen at the crease shall change ends when a wicket falls (except for a runout, or the last ball of an over).
9. 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.

10. Wides and No-balls will only be re-bowled for the final over of the innings, and shall be worth 3 runs each.
11. There will be no fielding restrictions applied.
12. Each game should last no longer than 2 hours. Each innings should last 55 minutes, with a 10-minute interval.
13. No slow over-rate penalty will apply. 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. 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.
15. The points system for the 2021-22 CHK Under-13 League Elite Division Pairs 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)



# Under-13 League – Elite Division 15-Over

These are the competition rules of the CHK Under-13 League – Elite Division 15-over. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

## 1. Competition Format

- a) The Under-13 Elite Division consists of 8 teams.
- b) Teams will play each other once in a single-stage round robin of 11-a-side, 15-over matches
- c) Teams will score points in each match. Each team will play 8 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) In case the semi-finals can not be played, the higher ranked teams will proceed to the finals (ie, 1<sup>st</sup> vs 2<sup>nd</sup>)
- f) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- g) There is no automatic promotion/relegation between divisions

## 2. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 130 minutes – 55 minutes per innings (3.67 minutes/over) with a 10-minute break between innings. There will be no drinks break during an innings.

### **3. Wides and No Balls**

Wides and No-balls will only be re-bowled for the final over of the innings, and shall be worth 3 runs each.

### **4. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. However, if the final ball of an over is a No Ball, the free hit will not carry over to the next over. Refer Conditions of Play Rule 17 for more on this rule.

### **5. Length of Innings**

Games shall last for 15 overs each innings, with at least 7 overs each innings required to constitute

### **6. Delayed or Interrupted Matches**

Every effort should be made to play a complete game. Teams are able to play on at KGV until 6 PM.

Should it be necessary to reduce the number of overs in each innings, they should be reduced at the rate of 1 over lost per innings for every 7 minutes lost in playing time.

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.

## **7. Number of overs per Bowler**

Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match. This is to be reduced if the number of overs available during the innings is reduced due to delays/inclement weather/other issues

## **8. Fielding Restrictions**

At any point during the innings there may be:

- a) No more than 5 fielders may field outside the inner circle.
- b) No more than 5 fielders on the legside.
- c) No more than 2 fielders behind square on the legside.

At KGV, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

## **9. Tied Matches – Super Over**

A super-over is only to be played during the semi-finals and final. See CHK Premier League T20 Playing Condition 15.

## **10. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

## **11. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. 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.

## 12. Batsman Retirement

A batsman must retire upon his score reaching 50 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batsmen must return to the crease in the same order that they retired.

## 13. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

## 14. League Champions

The champions for the U13 League Elite Division 15 Over will be the side that win's the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals:

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

*\***Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

*In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*