



BCF JUNIOR TOURNAMENT RULES - 2017

Ages

U11 - Players must be born on or after 1st September 2005

U13 - Players must be born on or after 1st September 2003

U15 - Players must be born on or after 1st September 2001

U17 - Players must be born on or after 1st September 1991

Teams will not be allowed to field any over age players on any 1 game. In case a team fields an overage player they will forfeit the result upon request of the opposing team.

Matches

Each team must supply a scorer and umpire.

It is the job of the home team to collect the scores of the day and upload onto CricHQ system (cricHQ.com) within 1 week of the game. Failure to comply 3 times will result in points deduction.

A scan copy / photo of the score book should be sent to the Junior League Development Officer (Nick Compton: juniors@cricket-belgium.com) after the game for verification.

Scoring

We will operate a simple points system.

- 2 points for a win.
- 1 point for a draw/tie.
- 0 points for a loss.
- In case a game is cancelled because of weather, points will be shared.
- In case 1 team cancels, but other team is available to play; 2 points will be avoided to the playing team.

Balls

U11 games will be played with incrediball. 1 ball will be used for both innings.

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U13 games will be played with junior hard ball (4 ¾ oz). Each team will use own ball for bowling.

U15/U17 games will be played with full size hard ball (5 ½ oz), each team using own ball.

Match Balls will be provided to all participating clubs at the Juniors fixture meeting at start of season. Any team not participating in the meeting must make own arrangements for receiving balls directly with Junior Development Officer.

FIELDING REGULATIONS

These regulations cover the minimum fielding distances for young players in all matches and practice sessions where a hard ball is used.

Fielders

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Wicket-keepers

Helmets

- Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet with a faceguard when standing up to the stumps.
- This applies for all speeds of bowling.
- Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the wicket-keeper to put on a helmet with a faceguard, or stand back from the stumps.

Leg guards

- A wicket-keeper who is under 18 will be allowed to wear internal leg guards, but only provided that they offer adequate protection around the knees. Any guards that do not comply with this will not be allowed and the wicket-keeper will have to wear normal external pads.

- Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the wicket-keeper to wear normal external pads.

BOWLING REGULATIONS

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would, in normal circumstances, stand back to take the ball. This does not preclude the umpires from insisting that these Directives are applied even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

All coaches are urged to identify those players with the potential to bowl fast and to insure they follow the Directives in all cricket throughout the season.

Overbowling

This is an important consideration especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that over-bowling is the most common cause of back injuries. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level.

To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following Directives provide sensible playing levels.

Directive for matches

Age Group	Max overs per spell	Max overs per day
Up to 13	5	overs per spell
U14, U15	6 overs per spell	10 overs per day 12 overs per day
U16, U17, U18, U19	7 overs per spell	18 overs per day

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Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell has been bowled from the same end. If the bowler only completes part of his permitted spell then the above restriction still applies. For example, if he is allowed 7 overs but only bowls 4, he cannot bowl again until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 further overs, from the same end, claiming that he is allowed another 3 to make up his 7.

However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that he bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above.

If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

Interruption of play during a spell of bowling

If play is interrupted, for any reason, for **less** than 40 minutes **any spell in progress at the time** of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. (In this case the bowler cannot claim any time off the field as rest time and his 'spell' will still be in progress even though play is suspended.)

If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end.

If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same

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end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

Umpires' responsibility

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached they will inform the player and captain accordingly and will not allow that player to bowl again until the requisite rest period has been fulfilled.

Prior to the game the manager/coach/captain will inform the umpires, in writing, of any player who comes under this Directive. This will help the umpires to identify the players concerned. However, if the umpires consider that, during the game, other players come under this Directive they shall inform the League Chairman and manager/coach/captain as soon as is practical, that these players will be subject to the above Directives.

BATTING DIRECTIVE

These regulations cover all matches and practice sessions where a hard ball is used.

- Any batsmen under the age of 18 (on the day of the match) must wear a helmet with a faceguard when batting.
- Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the batsman to put on a helmet with a faceguard.

GENERAL

In the event of any dispute(s) regarding these Directives the umpires will make the final arbitration.

In order to comply with these Directives it is the responsibility of every participating club or team to ensure that the appropriately fitted helmets are available for every player in their team.