

The Western District Junior Cricket Union

League and cup rules and regulations, 2018



These rules and regulations should be viewed alongside the 'WDJCU Junior Playing Formats and League Rules for Season 2018' document – and will be supported by the Cricket Scotland 'Junior Formats' documentation. If any club, or person, has any queries about the rules and regulations for youth cricket within the west of Scotland they should contact the WDJCU Secretary in the first instance.

General Provisions

Teams

Participation in The Western District Junior Cricket Union ("WDJCU") competitions is open to all member Clubs of the WDJCU.

A Club may, subject to any limitations and/or prohibition imposed by the WDJCU Committee, enter a Team in any, some, or all, leagues. A Club may, subject to any limitations and/or prohibition imposed by the WDJCU Committee, enter more than one Team in any, some, or all leagues.

A Club unable to enter a Team in a league may, subject to permission by the WDJCU Committee, enter a combined Team with another member Club in any league. Any combined Team must always include at least two Players from both of the member Clubs combining to field the Team. For the avoidance of doubt, references in these League rules to "Team" or "Teams" also include, unless otherwise noted, to "combined Team" or "combined Teams".

Players

A Player must be a bona fide, registered member of a member Club to play in WDJCU competitions.

Unless granted dispensation by the WDJCU Committee, a Player must only play for a Team or Teams (or a combined Team or Teams) representing one Club in any season, that Club being the one of which they are a bona fide, registered member.

Dispensation may be given by the WDJCU Committee, on a case-by-case basis, for a Player to play for a Team or Teams (or a combined Team or Teams) of a Club other than the one of which they are a bona fide, registered member where their Club has not entered a Team or combined Team at a particular age-group in which the Player is eligible to participate. Dispensations must be requested, and granted, before a Player plays for a Team or Teams (or a combined Team or Teams) of a Club other than the one of which they are a bona fide, registered member.

No Player may play in any game for which they are not eligible, whether because of age, not being a bona fide, registered member of a member Club, or any other reason. For the avoidance of doubt, this rule cannot be set aside by agreement between Team Managers or Captains. The participation of an ineligible Player will result in the game being deemed a defeat for the Player's Team (or combined Team).

Where a Team includes a Player or Players with disability and/or special educational needs and disabilities, Team Managers are encouraged to consider and agree appropriate adaptations to these rules to facilitate the fullest participation in, and enjoyment of, a game by all Players.

Overarching Principle

There is an expectation that coaches will use their discretion to maximise the opportunity to have a game played. When coaches cannot agree, the below rules shall apply.

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Regulations

The following regulations apply to all WDJCU competitions: U11 League (Cricket Scotland Formats J1), U12 League, U14 League (Cricket Scotland Formats J2) and U16 League (Cricket Scotland Formats J3). Any specific variations within each league follows, after the standard regulations:

1. A coin will be tossed to decide which Team will bat first, with the away team having the 'call'.
2. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
3. In no circumstances are declarations permitted.
4. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
5. The use of an artificial pitch is permitted, provided that this is notified at least 24 hours in advance of it being used. A visiting Team shall be obliged to play on an artificial pitch – or they shall be deemed to have conceded the fixture and suffer a deduction of two (-2) points. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April.
6. League positions will be calculated firstly on a points basis: three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the aggregate of runs conceded by the Team in the division.
7. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. Teams can also, by mutual consent (with at least 72 hours' notice), reschedule a game to a different date to avoid or concession (Rule 15.). For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
8. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 72 hours' notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of two (-2) points. Games cancelled with less than 72 hours' notice can be rescheduled as 'friendlies' but the points allocation arising because of the cancellation, namely a deduction of two (-2) points to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
9. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and that complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
10. Any Club, having entered any division in 2017, that withdrew after publication of the fixture list will, unless granted dispensation by the WDCU Junior Committee, be prohibited from playing in that division in 2018 unless it pays a bond of £100 to the WDCU. The bond will be refunded if the Club completes its 2018 fixtures to the satisfaction of the WDCU Junior Committee. Any Club withdrawing in similar circumstances from any competition in 2018 will, again unless granted dispensation by the WDCU Junior Committee, be subject to the same requirements before it may compete in 2019.

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11. Club Convenors are responsible for notifying the results of games to the WDJCU. These should be reported on the night of the game or as soon as possible thereafter, by the home Team. This should be done by use of the online match return webform on the WDJCU junior cricket website (www.westjuniorcricket.com).
12. Scores should be checked by the Team Managers during the change of innings and at the end of the match. The score agreed at this point is the final score.
13. Any disagreements regarding arrangements for the league and breaches of the rules and regulations will be determined by the WDJCU Junior Committee. Any approach from a Club for such a ruling should be made, in the first instance, through the WDJCU Secretary.
14. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered member of the Club for whom he or she plays.
15. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
16. All Team Managers are requested to promote the aim of involving all their Players in games and, where practicable, to operate a rotation batting order and rotation bowling order throughout the season. Players should also be given the opportunity to field in a variety of positions throughout the season but, to keep the game running smoothly, Team Managers are encouraged to keep field changes to a minimum during each game.
17. Adherence to the rules is a necessity. Failure to do so may result in loss of points.

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Under 16 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2018' document for additional information about the WDJCU U16 / Cricket Scotland Junior Formats 3 league playing conditions. The following regulations are designed to support this spreadsheet:

1. No game shall commence if fewer than fourteen overs per Team is possible after both coaches / team managers have agreed to reduce the number of overs per side.
2. Each Team shall comprise a maximum of eleven players, with a minimum of eight Players. A game played where one Team has fewer than eight Players will result in that game being deemed a defeat for the Team with fewer than eight Players. However, teams are still encouraged to fulfil the fixture to increase the playing opportunities for all players.
3. No Player will be permitted to bowl more than four overs. In the event of a reduced overs game, the maximum number of overs per bowler will be reduced on a pro-rata basis.
4. A 'free-hit' shall be awarded for the delivery that immediately follows a foot fault no-ball. If the batter facing the 'free-hit' is the batter who faced the initially bowled 'no-ball' no change in the field set shall be permitted.
5. Other than in instances of injury, it is not permitted to change wicket-keeper during an innings.
6. The Team scoring the higher number of runs shall be declared the winner. If both Teams score the same number of runs, the result shall be a tie.
7. Overt coaching is permitted only pre-match, during the break between innings and at the fall of a wicket – the latter under the strict provision that this does not interfere with the smooth running of the game.

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Under 14 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2018' document for additional information about the WDJCU U14 / Cricket Scotland Junior Formats 2 league playing conditions. The following regulations are designed to support this spreadsheet:

1. Each Team shall comprise a maximum of nine players, with a minimum of seven Players. A game played where one Team has fewer than seven Players will result in that game being deemed a defeat for the Team with fewer than seven Players. However, teams are still encouraged to fulfil the fixture to increase the playing opportunities for all players.
2. No game shall commence if fewer than fourteen overs per Team is possible after both coaches / team managers have agreed to reduce the number of overs per side.
3. Each batter will bat for a maximum of 20 deliveries (not including any wide balls and not including any no balls which the batter does not score off of). If a batter has not been dismissed, and has faced 20 deliveries, they will retire. A batter may return if all the other batters in their team are dismissed or have retired or a combination of both eventualities. If two or more batters have retired, they will return to bat in the order that they retired in. (FOFI.)
4. No Player will be permitted to bowl more than three overs. All Players in each Team must bowl at least two overs, including the starting wicket-keeper. In the event of a reduced overs game, the maximum and minimum number of overs per bowler will be reduced on a pro-rata basis.
5. A 'free-hit' shall be awarded for the delivery that immediately follows a foot fault no-ball. This will remain the case even if the 'free-hit' becomes the first delivery of the subsequent over and is therefore bowled by another bowler. If the batter facing the 'free-hit' is the batter who faced the initially bowled 'no-ball' no change in the field set shall be permitted.
6. The maximum number of deliveries bowled in any over shall be eight – except in the last over of the innings, where six legal deliveries must be bowled.
7. Other than in instances of injury, it is only permitted to change wicket-keeper once during an innings.
8. The Team scoring the higher number of runs shall be declared the winner. If both Teams score the same number of runs, the result shall be a tie.
9. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.

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Under 12 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2018' document for additional information about the WDJCU U12 league playing conditions. The following regulations are designed to support this spreadsheet:

1. No game shall commence if fewer than fourteen overs per Team is possible after both coaches / team managers have agreed to reduce the number of overs per side.
2. In no circumstances are declarations permitted.
3. Each Team shall comprise a maximum of eight players, with a minimum of six Players. A game played where one Team has fewer than six Players will result in that game being deemed a defeat for the Team with fewer than six Players. However, teams are still encouraged to fulfil the fixture to increase the playing opportunities for all players.
4. Batters will bat in pairs – with each pair batting for five overs, irrespective of the number of runs scored by each batter and irrespective of any wickets falling. On the fall of a wicket, the bowling team shall be awarded 4 bonus runs (which will be added to their team's batting score) and the batters shall change ends – except that no changing of ends shall take place if a wicket falls on the last ball of an over, such that the dismissed batter does not face the next delivery. In the event that both Team Managers have agreed that a reduced overs game shall be played, there will be a pro-rata reduction in the number of overs to be faced by each pair (to a minimum of three overs per pair).
5. No Player will be permitted to bowl more than four overs. In the event of a reduced overs game, the maximum and minimum number of overs per bowler will be reduced on a pro-rata basis.
6. A 'free-hit' shall be awarded for the delivery that immediately follows a foot fault no-ball. This will remain the case even if the 'free-hit' becomes the first delivery of the subsequent over and is therefore bowled by another bowler. If the batter facing the 'free-hit' is the batter who faced the initially bowled 'no-ball' no change in the field set shall be permitted.
7. The maximum number of deliveries bowled in any over shall be eight – except in the last over of the innings, where six legal deliveries must be bowled.
8. Where a Team does not have eight Players, such that one (or more) Player(s) will bat in more than one pairing, the opposition Team Manager will select the Player(s) to bat twice. The Player(s) to bat twice shall be selected at random after the Team with an fewer than eight Players has decided on its other pairings. Please note no batter may bat three times in one innings.
9. Other than in instances of injury, it is only permitted to change wicket-keeper once during an innings.
10. If there is a change of wicket-keeper, all eight players in that team must bowl during an innings.
11. The Team scoring the higher overall number of runs (batting runs scored + plus bowling runs awarded) shall be declared the winner. If both Teams score the same number of runs, the result shall be a tie.
12. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.

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Under 11 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2018' document for additional information about the WDJCU U11 / Cricket Scotland Junior Formats 1 league playing conditions. The following regulations are designed to support this spreadsheet:

1. No game shall commence if fewer than twelve overs (phase 1) or fourteen overs (phase 2) per Team is possible after both coaches / team managers have agreed to reduce the number of overs per side.
2. In no circumstances are declarations permitted.
3. Each Team shall comprise a maximum of eight players, with a minimum of seven Players. A game played where one Team has fewer than seven Players will result in that game being deemed a defeat for the Team with fewer than seven Players. However, teams are still encouraged to fulfil the fixture to increase the playing opportunities for all players.
4. Batting regulations
 - a) During phase 1, batters will bat in pairs – with each pair batting for five overs, irrespective of the number of runs scored by each batter and irrespective of any wickets falling. On the fall of a wicket, the bowling team shall be awarded 4 bonus runs (which will be added to their team's batting score) and the batters shall change ends – except that no changing of ends shall take place if a wicket falls on the last ball of an over, such that the dismissed batter does not face the next delivery. In the event that both Team Managers have agreed that a reduced overs game shall be played, there will be a pro-rata reduction in the number of overs to be faced by each pair (to a minimum of three overs per pair).
 - b) During phase 2, batters will bat for a maximum 17 deliveries (not including any wide balls and not including any no balls which the batter does not score off of). If a batter has not been dismissed, and has faced 20 deliveries, they will retire. A batter may return if all the other batters in their team are dismissed or have retired or a combination of both eventualities. If two or more batters have retired, they will return to bat in the order that they retired in. (FOFI.)
5. No Player will be permitted to bowl more than three overs. All Players in each Team must bowl at least two overs, including the starting wicket-keeper. In the event of a reduced overs game, the maximum and minimum number of overs per bowler will be reduced on a pro-rata basis.
6. The maximum number of deliveries bowled in any over shall be eight – except in the last over of the innings, where six legal deliveries must be bowled.
7. Where a Team does not have eight Players, such that one Player will bat in more than one pairing (during a phase 1 match), the opposition Team Manager will select the Player to bat twice. The Player to bat twice shall be selected at random after the Team with an odd number of Players has decided on its other pairings.
8. Other than in instances of injury, it is only permitted to change wicket-keeper once during an innings.
9. The Team scoring the higher number of runs (during phase 1, batting runs scored + plus bowling runs awarded) shall be declared the winner. If both Teams score the same number of runs, the result shall be a tie.
10. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.