

The Western District Junior Cricket Union

League and cup rules and regulations, 2021



Under 16 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2021' 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.

The Western District Junior Cricket Union

League and cup rules and regulations, 2021



Under 14 League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2021' 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. (FOFI.)
4. No Player will be permitted to bowl more than three overs. All Players in each Team must bowl at least two overs except the designated wicket-keeper. (Should a team choose to change wicket-keeper during the innings, all players must bowl at least two overs – including both players who keep wicket.) 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.

The Western District Junior Cricket Union

League and cup rules and regulations, 2021



Under 12HB League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2021' document for additional information about the WDJCU U12HB league playing conditions. The following regulations are designed to support this spreadsheet:

1. No game shall commence if fewer than twelve 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.

The Western District Junior Cricket Union

League and cup rules and regulations, 2021



Under 11SB League – Supporting Notes

Please see the 'WDJCU Junior Playing Formats and League Rules for Season 2021' document for additional information about the WDJCU U12SB league playing conditions. The following regulations are designed to support this spreadsheet:

1. No game shall commence if fewer than twelve 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 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. 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 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, 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 (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.
11. **A soft ball must be used in this format**
12. **There will be no points awarded in these matches and therefore no need for a league table.**