## CLUB UNDER 9 COMPETITION – INFORMATION / RULES

# **Mini Super 8 Leagues 2015**

## Closing Date for Entry: Sunday 3rd May 2015

(note: a limited number of entries may be accepted after this date, but it will not be possible to supply shirts for entries after this date)

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**CHANGES FOR 2015:**

All entries and payments to be made online at http://www.kentcommunitycricket.co.uk/events/competitions.

Only 1 entry options available- with T-Shirts

**KEY DATES:**

Closing date for entries: Sunday 3rd May 2015

Group Clusters to be published: Sunday 10th May 2015

Local clusters to be played: May/June/July/August

Cluster organisers to submit results: by Monday 16th August 2015

Finals day: Sunday 13th September – KCC- Beckenham

**PLEASE READ THIS CAREFULLY:**

This competition is a softball competition which is intended for beginners to cricket.

It is NOT intended for experienced hardball players, and certainly NOT for regular league or district players. Please honour the spirit of this competition, otherwise we will have to introduce strict legislation and checks on dates of birth, which is burdensome and we really want to avoid it if we can. It is intended to introduce children to the beauty of cricket and the spirit of the game.

**Eligibility:**

All players need to be under the age of 9 years old as of 31 August 2014. This generally means children in Primary School Year 4 or below.

**Coaching:**

While encouragement and applause are welcomed, excessive coaching by umpires or managers, or any coaching by anyone from the sidelines (including spectators), is not permitted. Generally excessive coaching is regarded as anything that you would say to your players but not those of the opposition!

**Format:**

The competition will be organised into clusters of 4 to 8 teams in close geographical proximity. A clusters coordinator will be appointed who will organise fixtures to make sure that all teams have played each other at least twice.

We suggest clubs take turns at hosting all the teams in a cluster by staging Kwik Cricket matches on the outfield on a weekend morning. Note: An eight a side pairs game with four ball overs lasts approximately 35 minutes.

The finals day will be made up of 24 teams from cluster winners and runners up.

**Rules**

1. Each team should consist of a squad of no more than ten players and only eight players in each game. Players should be junior members of the cricket club. Please note the comments above about the level of experience we are targeting with this competition.
2. A player can only be replaced if injured.
3. All members of the squad must be Under 9 at midnight on 31 August 2014.  
   Usually, this means they will be in Year 4 or below at primary school (but school year is not of itself a determinant of age). **Teams should be prepared AND EQUIPPED to show evidence of age if requested.**
4. **Regular hard ball league or district players should NOT be included in the team. Special dispensation will be given if the club has a lack of alternative options, but it is a requirement that permission from the county coordinator is obtained beforehand if a club proposes to do this. Any regular district or hard ball players reported or identified at any stage during this competition, including the final, will be asked to stand down from the competition. Teams selecting regular hard ball league or district players may be disqualified at any time.**
5. Each team must play each other team in the cluster **exactly** twice (preferably home and away). *Note: you can play additional matches, but the league must be decided on an agreed format of each team playing all others exactly twice.*
6. An orange or yellow soft junior windball is to be used in each game. (not an incrediball)
7. It is the manager’s responsibility to have their team ready to play their game within ten minutes of the previous game finishing, unless they have been involved in a game himself or herself.
8. If the teams are not ready then the team ready has the right to claim the game.
9. The distance from wicket to wicket should be **16 yards.** Wickets can be prepared on a good quality outfield.
10. All overs will be four ball overs
11. Every player must bowl one over including the wicket keeper.
12. You may use Kwik cricket bats or wooden bats.
13. Wicket keepers are allowed to use wicketkeeping gloves, if they wish.
14. Batsman can wear batting gloves if they wish.
15. Although it may be easier to rotate players clockwise one place after each over, it is not compulsory. It depends on your club’s preference. Players do not all have to keep wicket, however, everyone must bowl one over in an innings.
16. Each innings will start with a score of 200.
17. Each batting pair, occupy the crease for two four-ball overs.
18. The playing area is boundless.
19. A batsmen can be out by:

(i) bowled

(ii) caught

(iii) run out

(iv) stumped

(v) hit wicket

They **cannot** be out LBW, unless the batter deliberately blocks the ball with his body.

1. For every wicket, five runs are deducted from the total and their partner faces the next ball.
2. At the end of each over, the batsmen should change ends.
3. **NEW: Each batting team will be umpired with their own team manager at the bowler’s end and the opposing team manager at square leg or point.**
4. No fielder, except the wicketkeeper, can enter the ‘no fielder’ safety zone until the ball has been hit. The zone is a circle, radius 8 metres, around the batting crease. ***Wicketkeepers must be far enough back from the wickets to be out of range of a swinging bat.***
5. If a fielder is in the zone, then any umpire calls a no ball. ***If the wicketkeeper encroaches beyond a safe distance, the umpire immediately calls a dead ball.***
6. ***If at any time, there is an unexpected intervention in the game, such as player from a neighbouring game intruding, or audible coaching from the sidelines, the umpire immediately calls a dead ball.***

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1. Except in the final over of the innings, if a wide ball or no ball is bowled, **TWO** runs, **plus any extra runs scored,** will be added to the total and there will not be an extra ball.
2. ***If a dead ball is called, the ball is replayed.***
3. If there are two consecutive wides and/or no balls, (***not including dead balls)***, regardless of whether runs have been scored, the **next ball will be hit off a tee and counts as a ball in the over.** If the consecutive balls are the third and fourth ball of the over this rule will not apply. There must not be more than 4 deliveries in an over except on the last one.
4. A ball that bounces three times or more before reaching the batsman will be classed as a no ball.
5. If any runs are taken on a no ball or wide they are added to the total plus the extra. e.g. if a pair run 1 on a wide, it is a total of 3 runs.
6. If no balls or wides are bowled in the **last** over, extra balls are to be bowled until 4 legitimate deliveries are completed. Only **ONE** run, **plus any extra runs scored,** will be added to the total.
7. If a team wins then they score 3 points, tie 2 points and lose 1 point. ***There are no bowl-outs to resolve tied games or leagues, except in the final on finals day, when a bowl out at a set of stumps will decide the winner. A tie on points in any local league will be resolved by the league organiser, after reviewing the position.***
8. If a leg is cancelled due to the weather then the leg must be rearranged if at all possible.
9. **Clusters must be able to provide a winner and runner up to Matthew Fagg by Sunday 16th August 2015.**
10. Finals qualification will be decided by the league organiser. ***Fastest loser positions are likely to be awarded to enable teams to attend on finals day, and these are determined by making exact comparisons of performances across leagues as well as within them, so it is important to supply full records of the scores in all games, including runs scored and wickets lost, as well as a complete league table. It is the responsibility of the cluster organiser to submit full details within deadline. A team from a league where exact numerical records have been supplied will get precedence over one from a league where they have not, and this may also influence the seeding for finals day, making your group’s passage to the winner’s rostrum more difficult!***
11. In all matters of arbitration, the decision made by the league organiser is final.

**Matthew Fagg– Kent Cricket Community Team**

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