



YOUTH REGULATIONS 2026

This text is an English translation of the Dutch text of the Jeugdreglement of the KNCB as adopted by the Board of the KNCB on 7 May 2026.

Should there be any inconsistency or conflict between the Dutch and the English versions, the Dutch version shall prevail.



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INTRODUCTION

The Youth Regulations contain the Youth Competition Rules (Part 1) and the Youth Playing Conditions (Part 2).

The Competition Rules contain the general rules that apply to the Youth Competition, and the Playing Conditions contain the Laws of Cricket plus the exceptions that apply to youth cricket in the Netherlands for each age group.

For the sake of readability, persons, functions and roles in these Youth Regulations are referred to in the masculine form. Wherever the text reads 'he' or 'his', this shall also mean 'she' and 'her'.

The Board urges all Clubs to give girls the same opportunities in the Matches as boys. That means they should be equally placed among the top order batters and bowl as much as boys. This applies in particular to the U15s and U17s - up to those ages, girls are generally physically on par with boys. This is mainly the responsibility of the Begeleider(s).

The main reason for this appeal is to increase the participation of girls and thus women in cricket.

The Board cannot enforce this, but is considering measures (rewards, e.g. in Match Points) to promote it.

DEFINITIONS

In these Youth Regulations the following definitions shall apply:

Appeals Committee:	the committee as referred to in Article 15(1)(b) of the Articles of Association.
Articles of Association:	the Articles of Association of the KNCB.
Batting Tee:	a cone from which to hit a ball in the U9 age group.
Begeleider:	the person supporting a Team and/or an athlete and/or who is responsible for such support (including in any case training, coaching, managing and/or providing medical care) in and around the place where the sport is practised or where preparation takes place. Sports practice includes both sporting activities and all activities directly related thereto. The English term is player support personnel.
Board:	the Board of the KNCB.
Bowl-out:	a way to determine who wins a Match if the Match itself did not or could not produce a result.
Captain:	the person in charge of a Team as referred to in Law 1.3.
Club Umpire:	a person designated as such under the provisions of Article 24.2(b).
Club:	a Club within the meaning of Article 4(1)(a) of the Articles of Association.
Competition Manager:	the competition manager as referred to in Article 18 of the Internal Regulations.
Competition Rules:	the competition rules referred to in Article 19 of the Internal Regulations.
Competition Software:	the computer programme in which Players, Matches, results, standings and player statistics are recorded; the current programme is ResultsVault.
Competition:	depending on the context: 1. the Matches between Teams of Clubs as a whole, organised by the Board during a Season, or 2. the Matches organised within one age group or one Pool by the KNCB in one Season.
Disciplinary Committee:	the Committee as referred to in Article 15(1)(a) of the Articles of Association.
Disciplinary Regulations:	the regulations as referred to in Article 25(2) of the Articles of Association.
Dispensation Committee:	the committee set up by the Board to advise it on the requests submitted under Articles 10 to 12 of the Youth Competition Rules.
Ground Committee:	a committee set up by the Board to advise it and the Clubs on the conditions to be met by some or all parts of a cricket ground.
Ground Regulations:	the regulations adopted by the Board setting out the requirements and conditions for a cricket ground.
Internal Regulations:	the Internal Regulations of the KNCB.
KNCB Umpire [Bondsumpire]:	a person designated as such under the provisions of Article 24.2(a).
KNCB:	the Royal Dutch Cricket Association.
Laws:	The Laws of Cricket as adopted and published by the MCC.
Match Day:	a day on which one or more Matches are fixed by the KNCB for the purposes of various



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	articles in these and other rules and regulations. .
Match Officials Committee:	a committee established by the Board to represent the interests of match officials (KNCB Umpires, Match Referees and Scorers) and to support the KNCB in all matters relating to match officials.
Match Point:	point awarded as a result of the outcome of a Match.
Match:	a cricket match in any age group organised by, on behalf of or under the auspices of the KNCB, by an organisation to which the KNCB is affiliated or by a Club.
Player:	any person who is or will be part of a Team.
Playing Conditions:	the playing conditions referred to in Article 19 of the Internal Regulations.
Pool:	any subdivision of an age group into two or more groups of more or less equal strength and generally with an equal number of Teams.
Public Order Measure [Ordemaatregel]:	a Board Resolution as referred to in Article 19(2) last sentence of the Articles of Association and Article 19(4) of the Internal Regulations.
ResultsVault:	the competition management software programme in which Players, Matches, results, standings and player statistics are recorded.
Run rate:	the total number of runs divided by the number of overs available to a Team.
Scorebook:	handwritten record of the course of a Match.
Scorecard:	the digital, administrative summary of a Match containing a number of components defined in these Youth Regulations.
Scorer:	the person ensuring that all runs scored, all wickets taken and, if applicable, the number of overs bowled are recorded in writing.
Scoring app:	the app provided by the KNCB to digitally score the Match.
Season:	the period of a year in which the Competitions are played.
Squad List:	the list of names and dates of birth of all Players who will play in a Team.
Team Sheet:	the form on which, prior to the start of the Match, some details of the Players are provided, in particular their full names.
Team:	a group of Players of a Club competing in any Match organised by, on behalf of or under the auspices of the KNCB.
Umpire:	a person, not being a KNCB Umpire or Club Umpire, who stands as an umpire in a Match within the meaning of Law 2.
Youth Regulations:	the regulations that contain the Youth Competition Rules (Part 1) and the Youth Playing Conditions (Part 2).



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PART 1 - COMPETITION RULES

GENERAL

Article 1 - General

1. These Competition Rules shall apply to all youth Matches organised by, on behalf of or under the auspices of the KNCB to the extent not otherwise provided for in separate regulations.
2. The Board may delegate and/or mandate its powers under these Competition Rules to the Competition Manager and/or one or more other persons.
3.
 - a. If a strict application of these Competition Rules should lead to undesirable results, or if these Competition Rules do not provide for any situation, the Board is authorised to take such measures in addition to or in derogation of the provisions of these Competition Rules as it deems desirable for a proper course of the Competition.
 - b. If these Competition Rules do not provide for any situation, the Board shall decide. In doing so, the Board will always seek advice from committees and advisers who deal with the subject matter.
 - c. These Competition Rules will enter into force at the start of the 2026 Season, and will apply until new Competition Rules enter into force.

Article 2 - Duration of the Season

The Season runs from the second full weekend in April of any year to the third full weekend in September of the same year.

Article 3 - Classification of the Competition and age limits

1. The Youth Competition organised by the KNCB is divided into the following age groups: from old to young U17, U15, U13, U11 HB, U11 SB and U9.
2. The age limits for the Youth Competition are as follows:
 - U17: born after 1 September 2008
 - U15: born after 1 September 2010
 - U13: born after 1 September 2012
 - U11 (HB & SB): born after 1 September 2014
 - U9: born after 1 September 2016

Article 4 - Participation in Competitions

1.
 - a. A Club wishing to take part in one or more of the Competitions organised by the KNCB must inform the Competitions Manager by email no later than on the fifth working day of January prior to the Season, stating the number of Teams per age group with which it wishes to participate.
 - b. A Club that on 31 December of the previous year had any financial debt outstanding to the KNCB that originated before 1 December of that year shall not be allowed to participate in any Competition organised by the KNCB.



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2. Without prejudice to the provisions of Article 18 of the Articles of Association, the Board shall impose a fine on any Club that withdraws one or more Teams registered for participation in the Competitions, not exceeding € 100 for each withdrawn Team.
This is a Board Resolution. An appeal may be lodged against a Board Resolution with the Appeals Committee (see Article 13.8 of the Internal Regulations). It shall then only review whether the Board's decision was reasonable.
3.
 - a. If, in its opinion, this is desirable or necessary for the proper course of the Competition, the Board may decide to withdraw a Team from the Competition.
This is a Board Resolution. An appeal may be lodged against a Board Resolution with the Appeals Committee (see Article 13.8 of the Internal Regulations). It shall then only review whether the Board's decision was reasonable.
 - b. A Team taken out or withdrawn from the Competition after the start of the Competition shall be deemed to have finished in the lowest place in that Competition provided that that Team has played at least one Match with a valid result (if not, the Team shall not be included in the standings).
4. The Board may deviate from the provisions of this article in special cases at its discretion.

Article 5 - Combination teams

1. The Board may allow Clubs on request to participate in the Competition with a combination team.
2. When two or more Clubs form a combination team, the name under which that Team participates in the Competition shall consist of the name of one or more of the Clubs followed by the addition 'combination'. The Board may allow deviations from this naming scheme.
3. For the purposes of Articles 10, 11, 12 and 14, the Players of a combination team are deemed to be playing for the Clubs of which they were members prior to the Season start.
4. The Clubs in question are jointly and severally liable for the full registration fees, fines and all other financial obligations of the combination team.

Article 6 - Competition schedule - general

1.
 - a. The Board shall adopt the competition schedule at the recommendation of the Competition Manager.
These Competition Rules apply to all Matches played as part of the Competition schedule.
 - b. Competition Matches are scheduled from the first full weekend in May to the second full weekend in July.

*[EXPLANATION:
This solution has been chosen as the various age groups cannot be classified by holiday region.]*
 - c. Finals are scheduled from the first full weekend of September (inclusive) to the third full weekend of September.
 - d. The Competition Manager will ensure all Matches of the Competition Schedule are entered into the Competition Software.



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2. The Competition Manager can set dates on which (certain types of) Matches must be played and/or after which (certain types of) Matches may no longer be played. If in his judgment there is reason to do so, he may change these dates.
3. A Match is considered fixed if the Competition Manager has notified the (competition) secretaries of both Clubs by telephone or by email no later than the fourth day before the date of the Match. The Competition Manager will ensure the date is entered in the Competition Software.
4. With the approval of the Competition Manager and both Clubs in question, the period mentioned in paragraph 2 may be shortened.
5. If a fixture is cancelled due to weather or related ground conditions or does not produce a valid result, Article 11 takes effect.

Article 7 - Rules for rained-off Matches

[EXPLANATION:

Wherever in this article reference is made to 'rained off', it means that the Match is cancelled or does not produce a valid result due to weather or related ground conditions.]

1. In the 2026 Season, no days are set aside in the Competition Schedule to reschedule rained-off Matches.
There is no obligation to replay a rained-off Match, but note paragraph 2(b).
2. The following rules apply to rained-off Matches.
 - a. The Match Points are divided equally 1-1;
 - b. If both Teams wish to reschedule the Match, the Clubs of those Teams may agree a date for the replay and the ground on which the Match will be played amongst themselves, provided that:
 - (i) they inform the Competition Manager of the new date and ground (by email) no later than on the Monday of the second week after the date of the rained-off Match;
 - (ii) for the U9 and U11 Soft Ball the new date is before the end of the Season (see Article 2);
 - (iii) for the U11 Hard Ball, U15 and U17 the new date is at least seven days before the first final round in the age group of the respective Teams (see Article 16 for this).

Note: if Matches are rescheduled, other Matches in this age group or any other category may not be moved to another date to make room.
3. Matches (except in age group U9) that are rescheduled can/may be played as a twenty over Match.
4. Matches can/may also be played on another weekday and/or in the evening.
5. If the Competition Manager was not informed within the period referred to in paragraph 2(b)(i), the rained-off Match cannot be replayed.
6. The Competition Manager shall confirm the change or changes to both Clubs and ensure the new date (and different ground, if applicable) is entered in the Competition Software. Note: only then is the Match formally rescheduled.
7. In the standings, the result of first Match is cancelled.
8. Once the Competition Manager has rescheduled the Match, it must be played. Not played (other than due to weather or related ground conditions) means: one of the Teams failed to appear. See Article 15 for the consequences.
9. If the Match is rescheduled and this second Match is also rained off:
 - the Match Points are divided equally 1-1;
 - the Match shall not be rescheduled.



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Article 8 - Rescheduling a fixture

This article does not deal with rained-off Matches - for those, see Article 7 (Rules for rained-off Matches).

1. In all age groups, Matches can be rescheduled, subject to conditions listed below.
2. A Match may also be brought forward in time.
3. Matches (except in the U9 and U11 age groups) that are rescheduled can/may be played as a twenty over Match.
4. Matches can/may also be played on another weekday and/or in the evening.
5. For a rescheduling as referred to in paragraph 3, the Clubs of both Teams must jointly submit a request to that effect to the Competition Manager in good time, i.e. at least four working days before the original date of the Match. This request should be made in writing (email) by the Club of the home Team, copying in the Club of the other Team. The request must include the agreed new date and ground.
6. If both Teams wish to reschedule the Match, the Clubs of those Teams may agree the new date and the ground where the match is to be played amongst themselves, provided that the new date is at least seven days before the first final round in the age group of the respective Teams. U9 Matches may be rescheduled up to the third full weekend of September.
Note: when Matches are rescheduled, other Matches in this age group or any other category (youth or senior level) may not be moved to another date to make room.
7. For a rescheduling, the Clubs of both Teams must jointly submit a request to that effect to the Competition Manager in good time, i.e. at least four working days before the original date of the Match. This request should be made in writing (email) by the Club of the home Team, copying in the Club of the other Team. The request must include the agreed new date, start time, whether it will be a twenty over Match, if applicable, and the ground where it is to be played.
8. The Competition Manager shall reject the request if it is submitted late. He shall also reject the request if he has already scheduled another Match on that pitch. And if no game is played as a result, the Club that wanted to reschedule the Match shall be deemed not to have appeared for the Match (see Article 9 of these Competition Rules).
9. With the approval of the Competition Manager and both Clubs in question, the period referred to in paragraph 6 may be shortened.
10. Only when the Competition Manager has confirmed the change does it become final. The Competition Manager shall ensure the new date and the different ground, if applicable, are entered in the Competition Software.
11. Should the Match not be played on the new date (except if the Match is rained off) after the Competition Manager's approval of the request to reschedule, the Match shall be considered as 'not having been played'. Both Teams shall be awarded one (1) Match Point. Should the Match not be played for any other reason, one of the Teams is deemed not to have appeared for the Match (see Article 9 of these Competition Rules).



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12. The Board may deviate from the provisions of this article in special cases at its discretion.

[POLICY:

Should the two Clubs not agree on a rescheduling, the following may be relevant.

The unavailability of a Player or coach of a first and/or second Team (men and/or women) for a Match shall not be considered as a ground for rescheduling a Match in the Youth Competition.]

Article 9 - Non-appearance

1.
 - a. A Team is deemed to have failed to appear if, whether announced or not, it does not appear for a Match scheduled in accordance with Article 6, or fails to start that Match, without the consent of the Competition Manager.

[EXPLANATION:

Article 8 specifies how a fixed Match can be rescheduled. If this fails or both Teams cannot agree on a new date, the Match must be played on the original date. Failure to play the match counts as non-appearance.

The provisions in a. apply in full to a Match that has been rescheduled (having previously been rained off or rescheduled).]

2. Unless the Board decides to refer the matter to the Disciplinary Committee, and without prejudice to the provisions of Article 19 of the Articles of Association, and except in special cases at the discretion of the Board, the Board shall impose a Public Order Measure for non-appearance on the Team and the Club of that Team.
3. The Board will if reschedule the Match if at all possible. The Match will generally be fixed at the Club of the Team playing at home. This may also be on an evening.
4. If the Match is not rescheduled, the Match will be deemed not having been played. Both Teams will be awarded (1) Match Point. A Public Order Measure will also be imposed on the Team that failed to appear and on the Club of that Team.

[POLICY:

In the 2026 Season, the Board will impose the following Order measures for non-appearance of Teams:

- a. *First non-appearance for a scheduled Match:*
 1. *a three Match Point deduction for the non-appearing Team;*
 2. *a € 250 fine for the Club.*
- b. *Second non-appearance of the same Team:*
 - o *a five Match Point deduction for the Team;*
 - o *a € 250 fine for the Club.*
- c. *Third non-appearance of the same Team:*
 - o *the Team is taken out of the Competition and is deemed to have finished last in its age group Competition or Pool. All the Team's results will be deleted. Personal statistics of the Players of the Team are retained;*
 - o *a € 500 fine is imposed on the Club.*
- d. *The total amount of penalties for non-appearance of one or more Teams shall be capped at € 1,000 for a Club in the 2026 Season.*

[EXPLANATION:

Given the experience of previous Seasons, the Board has been forced to also impose a fine for non-appearance. The fines are sufficiently high as to act as a deterrent.]



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5. The Board may deviate from the provisions of this article in special cases at its discretion.
6. The Club of the Team concerned may lodge an appeal against a Public Order Measure or other Board Resolution to the Appeals Committee (see Article 13.8 of the Internal Regulations). The Appeals Committee shall then only review whether the Board's decision was reasonable.

ELIGIBILITY TO PLAY

Article 10 - Eligibility to play - general

1. Without prejudice to the provisions elsewhere in these Competition Rules, a Player may only participate for a Club in a Competition organised by the KNCB if he is registered with the Board as a member of that Club in the manner as described in Article 4 of the Internal Regulations.
2. A Player's name as recorded in the KNCB membership records (All-United) must be entirely identical (i.e. complete and identically spelled) as on the ID document.
3. If a Player is found to have played under a name that is not entirely correct or even incorrect, he shall be considered an ineligible Player. See Article 15 (Public Order Measures in case of non-eligibility) for the consequences.
4. Without prejudice to the provisions elsewhere in the Articles of Association and/or regulations, a Player may only play for one Club in a Season as referred to in Article 2 without prior dispensation.
5. In derogation from the provisions of paragraph 4, if his Club does not have a Team in a Player's age group, he may play for a different Club (in his own age group).
The Player does not then have to become a member of the other Club. However, that other Club must put the Player on the Squad List for the relevant Team.

[EXPLANATION:

Such a Player can therefore play for his own Club in the seniors in one or more Competitions.]

6. It is permitted to field a Player who does not meet the provisions of paragraph 1, provided that this Player:
 - a. has not been a member of a different Club during the current Season or any of the two previous Seasons, and
 - b. is registered by the relevant Club with the KNCB as a playing member within three working days after the Match in which this Player (first) played and entered into the KNCB membership records (All-United).

If the registration with the KNCB of such a Player has not been received by the Competition Manager and entered in the KNCB membership records (All-United) within three working days after the Match in which the Player first played in the Team concerned, or if it should turn out after registration that the Player did not meet the criteria mentioned in a. and b. above, then the Player will be deemed ineligible to play. Article 15 sets out the consequences.



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[EXPLANATION:

The reason for the provision in a. is that a transfer is required if a Player had played for a different Club in one of the two previous Seasons. If that is/was the case, dispensation must be obtained before the Player is allowed to play (see Article 11 and Article 14).]

7. In derogation from the provisions of paragraph 1, it is permitted to field a Player occasionally (maximum 3 Matches in total in a Season) who does not meet the provisions therein, provided that this Player is registered by the relevant Club as a playing member with the KNCB within three working days after the Match in which this Player played (for the first time) and entered in the KNCB membership records (All-United). In that case, a transfer of this Player is not required.

If the registration with the KNCB of such a Player has not been received by the Competition Manager and entered in the KNCB membership records (All-United) within three working days after the Match in which the Player played for the first time in the Team concerned, then the Player will be deemed ineligible to play. Article 15 sets out the consequences.

8. The Board may deviate from the provisions of this article in special cases at its discretion.

[EXPLANATION:

Paragraph 6 refers to a Player who has not been a member of any Club for the past two years, but is not on the membership list of a Club at the time he plays for that Club for the first time.

The provisions of paragraph 7 allow for someone from a different Club to occasionally play for a second Club. This was devised to increase the likelihood of having complete Teams in all age groups.]

[POLICY:

Regarding questions on the effect of this article in special situations, the Board will seek advice from the Dispensation Committee.]

Article 11 - Transfer to another Club

1. A Club shall require the prior permission of the Board to field a Player who has played for a different Club in Competition Matches in the current Season or one of the two preceding Seasons.
2. Such permission may only be granted based on a transfer form submitted by the interested Club to the Competition Manager, fully completed and signed, in accordance with the model established by the Board.
3. Without prejudice to the provisions of the following paragraphs, said permission shall be granted by the Board if the transfer form is received by the Competition Manager no later than on 15 February prior to the Season, and the request shall be rejected if the transfer form is not received by the Competition Manager by that date.

[EXPLANATION:

The same date is used for youth as in the Competition Rules for senior competitions. This is for two reasons: a Club must have enough time to prepare a Season for their youth players, and a youth player who also plays in the seniors falls under the '15 February rule' if only for that reason.]



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4. As long as the Player concerned has not fulfilled his financial membership obligations for the previous Season towards the Club he aims to leave, said permission shall not be granted.

[EXPLANATION:

It is up to the Club to collect membership payment arrears by a Club member in a timely manner. For that reason, paragraph 4 limits the period to the Season in the previous calendar year.]

5. If a Club is of the opinion that there is a special circumstance why a Player as referred to in this Article who does not meet the conditions set out in paragraphs 1 and 2(b) should still be able to play, it may apply for dispensation for that Player, stating reasons. See Article 14 (Dispensation procedure).
6. For example, dispensation may be granted by the Board if a transfer request is received after 15 February prior to the Season, if:
 - a. late receipt of the transfer form is due to a lack of cooperation from the former Club in completing the transfer form in time;
 - b. due to non-cricket-related circumstances, the Player in question cannot reasonably be required to participate in Matches for the former Club;

[EXPLANATION:

This might be the youth player's family moving house after 15 February.]

- c. the former Club cannot let the Player in question play in the Competition as referred to in Article 4 for which the Player has signed up with that Club for reasons beyond the control of the Player in question; all this at the discretion of the Board. However, see also Article 10(5).
7. If the KNCB has not been informed of a Player's transfer, or the transfer has not been approved by the KNCB, and the Player plays for his new Club, the Player is ineligible. Article 15 sets out the consequences.
8. The Board may deviate from the provisions of this article in special cases at its discretion.

[EXAMPLE:

For a Player to transfer from Club A to Club B, both Clubs must sign a transfer form and send it to the Competition Manager by 15 February. If this is not done in time, dispensation may be applied for at a later date stating reasons. If the 15 February requirement has not been met and no subsequent dispensation is given, the Player is deemed ineligible. Article 15 sets out the consequences.]

Article 12 - Eligibility to play - age groups

1. For each team participating in the Competition, a Squad List must be submitted to the Competition Manager (by email to competitie@kncb.nl) no later than two weeks before the start of the youth Competition. This list should record first and last names, dates of birth, KNCB player numbers and any dispensations.
2. Without prior dispensation, a Player who is too old cannot be put on a Squad List of a younger age group.
3. For U9s up to and including U15s, dispensation (application by email to the Competition Manager - see Article 14) shall always be granted to Players who are no more than six months too old unless the Player concerned falls under the provisions of paragraph 5.



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4. For U17s, dispensation (application by email to the Competition Manager - see Article 14) shall always be granted to Players who are up to 24 months too old unless the Player concerned falls under the provisions of paragraph 5.
5. Players selected for the Dutch Lions or other key players are usually not deemed eligible for dispensation.

[POLICY:

- *a Dutch Lion or a Player born up to six months before the age cut-off date of an age group may still be eligible for dispensation in special cases if this Player cannot be placed in another Team in a higher age group in the region.*
- *To combat erosion of girls' and women's cricket, dispensation applications for girls will be treated more generously.]*

6. A player from a lower age group may participate in Matches in a higher age group at any time without dispensation, but note paragraph 7 and paragraph 10.

[EXPLANATION:

It is advisable to put a Player on multiple Squad Lists so as to ensure that a Player can play as often as possible, and avoid dispensation having to be applied for (which takes time). This is particularly important for Clubs with more than one Team in the same age group - but see also the following paragraphs.]

7. If a Player has played in a Team in a higher age group in the same Season, then a condition is in force for playing in a lower age group:
once a Player has played more than three Matches in a higher age group, he can no longer play in a lower age group (his own age group) without dispensation.

[EXPLANATION:

A Player who also (regularly) plays in a higher age group will generally be too strong for a Team in a lower age group, thus affecting the other Players' enjoyment of the game too strongly.]

8. If a Club has more than one Team in the same age group and the Club wants the Player to play for both (or more) Teams, the Player must be put on both (or more) Squad Lists.
9. In addition to what is stated in paragraph 8, some restrictions apply to the U15 and U17:
 - Players who are on the list of a Team playing in Pool A of the U15 and U17 respectively are not allowed to play in Teams playing in Pool B or Pool C of the U15 and U17 respectively.
 - If a Team in Pool A is short of Players, that Team may be supplemented with Players from Pool B and/or Pool C and/or from younger age groups.
 - Once a Player has played three Matches in one of the Teams in the same age group, he may no longer play in a different Team in that age group without dispensation. This also applies once a Player has played 3 times as a substitute in a Team playing in Pool A.

[EXPLANATION:

This rule is to avoid 'player management': having a stronger Player to help both (or more) Teams win more often constitutes competition distortion and affects other Players' enjoyment of the game.]

10. To play for a Team in any final, a Player must have played at least 50% of that Team's fixed Matches.
Played means: a Match for which the toss has taken place (so the player in question is on the Team Sheet - see Article 28).



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[EXPLANATION:

Paragraph 10 aims to prevent Players from losing their place in this type of Match to peers who are (already) playing at a higher level.

Note that if a Club has more than one Team in the same age group, that 50% referred to in this paragraph must have been played in the Team in which the Player wants to play in any final.

Of course, dispensation may be applied for, but in practice it is almost never granted.]

11. If a Player breaches the provisions of one or more of the paragraphs of this article, he shall be an ineligible Player. Article 15 sets out the consequences.

Article 13 - Participation in Matches by Players of the opposite sex

Girls are allowed to participate in all Matches in the Competition. Article 12 does apply.

Boys are not allowed to participate in Matches organised specifically for girls.

[EXPLANATION:

The impact of boys on the course of a match and results of Matches organised specifically for girls is considered too great.]

Article 14 - Dispensation procedure

This article is about a Club applying for dispensation for a Player and applies to Articles 10 to 12 of these Competition Rules.

1. When applying for dispensation for any of the conditions mentioned in Articles 10 to 12, the following rules must be strictly observed:

- A dispensation application may only be filed by the youth coordinator or a board member of the Club and must be made using a form prescribed by the Board (click [here](#) for the form). This form should be submitted in writing (by email) to the Competition Manager.
- On each form, the Club may apply for dispensation for one (1) Player only.
- A dispensation request will not be processed until the aforementioned form has been fully completed and all necessary and/or requested supporting documents and records have been received.
- A dispensation application should be submitted no later than three working days before the day on which the dispensation should take effect. These three days are needed for careful assessment of the application.
- The three-day period for taking a decision shall be suspended (in each case) from the day the Competition Manager has asked the applicant for further information, until the day the Competition Manager has received such further information or the set deadline has expired unused.
- If an application is filed less than three days before the set deadline, the application may not be processed in time, which involves the risk for the Club and/or Player that dispensation is therefore not granted.
- Only for youth competitions, there is the possibility of applying for dispensation afterwards in case of unexpected circumstances (such as sudden illness). This application must be firmly substantiated and filed within three working days after the date of play.
- The Board is the only authority that may grant or reject dispensation applications.



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2. The processing of the dispensation application involves the following:

- The Board shall designate the Competition Manager or, where appropriate, another employee of the KNCB Executive to process an application for dispensation on its behalf.
- The Board shall take advice from the Dispensation Committee when assessing a dispensation application.
- The Dispensation Committee has the discretion to deviate from the stipulations in these Competition Rules and/or attach specific conditions to the dispensation if there are special circumstances under which the dispensation is applied for.
- The Board may deviate from the recommendations of the Dispensation Committee stating reasons.
- The decision by which the Board grants the dispensation shall specify for which Team and the date on which the dispensation takes effect. If one or more special conditions apply, this is also indicated.
- Dispensation granted to allow a Player to play in another (usually lower) Team shall lapse with immediate effect if that Player plays again for the Team or one of the Teams in which he played when the dispensation was applied for. The dispensation will also lapse with immediate effect if the Player plays for any other Team in the youth competition.
- Experience shows that in such a case the Dispensation Committee will almost always advise against granting a second dispensation application for the same Team.
- Dispensation and revocation of dispensation granted earlier shall be notified to the relevant Club and published on the KNCB website.

[POLICY:

A Player who plays in a Team without dispensation having been granted when dispensation is required, is considered an ineligible Player. Article 15 sets out the consequences.]

Article 15 - Public Order Measures in case of non-eligibility

INTRODUCTION:

Several articles in these Competition Rules specify conditions that a Player must meet in order to participate in Matches in a particular Team. If a Player plays in spite of not meeting the conditions for playing, he shall be an ineligible Player.

Unless stated otherwise elsewhere in these Competition Rules, having played an ineligible Player in a Match is an offence.

1. As soon as an offence with regard to eligibility to play of one or more of the Articles 10 to 12 of these Competition Rules has been established by the Board, the following Public Order Measures will be imposed.
2. As a Public Order Measure, the Board shall determine the result of the Match as follows:
If the Team in which one or more ineligible Players played
 - won the Match: the result shall be 1-1;
 - lost the Match: the result remains 0-2;
 - if the Match was tied: the result remains 1-1.If the Match was rained off and not replayed: the result remains 1-1.
If the Match was rained off and is replayed: no result.
3. The Board shall, as a Public Order Measure, deduct Match Points from the Team in which one or more ineligible Players played, as follows:
If that Team
 - won: 3 Match Points deducted;
 - lost: 2 Match Points deducted;
 - played a tie: 3 Match Points deducted.If the Match was rained off and not replayed: 3 Match Points deducted.
If the Match was rained off and replayed to a result: 2 Match Points deducted.
If the Match is rained off and replayed, but has not produced a result (e.g. rained off again): 3 Match Points deducted.



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[EXPLANATION:

The effect of the provisions of paragraphs 2 and 3 is that in all cases the net sanction is 2 Match Points.]

4. In Matches in the various types of finals, the Team in which one or more ineligible Players played shall have lost the Match. Paragraphs 2 and 3 then do not apply; this too is a Public Order Measure.
5. In addition to what is set out in paragraphs 2, 3 and 4 respectively, the Board shall, as part of the Public Order Measure, impose a fine on the Club of the Team in which one or more ineligible Players played, of € 100 per ineligible Player.
6. The Public Order Measures mentioned in paragraphs 2, 3 and 5 apply for every Match in which an ineligible Player played.
7. In special cases the Board may at its discretion deviate from the provisions of this article..
8. An appeal may be lodged against a Board Resolution imposing a Public Order Measure with the Appeals Committee (see Article 13.8 of the Internal Regulations). The Appeals Committee shall then only review whether the Board's decision was reasonable.
9. The Board shall ensure that Public Order Measures as referred to in this article are published properly on the KNCB website.

COMPETITION STRUCTURE, MATCH DAY & START TIME, MATCH POINTS, STANDINGS, CHAMPIONSHIP

Article 16 - Competition structure

I. U9

- a. Teams play a weekly 'carousel' during the period from the first full weekend in May to the first full weekend in July, where a number of Teams to be determined get together at the same ground and play one Match each.
- b. If Teams wish, several Matches can be played on one day.
- c. It is all about fun and action.
- d. Winning or losing is not important.

II. U11 Soft Ball

In 2026, there is no U11-SB Competition due to a lack of applications.



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III. U11 Hard Ball

- a. In the 2026 Season, there are 29 Teams, divided into 3 Pools A to C and classified by region as much as possible. There is 1 Pool of 11 Teams, 1 Pool of 10 Teams and 1 Pool of 8 Teams.
- b.
 - In the Pool of 11 Teams, Teams play once against each other Team in their Pool and twice against 1 Team (i.e. 11 Matches). The choice against which Team will be played twice (home and away) will be decided by drawing lots by the Board.
 - In the Pool of 10 Teams, Teams play once against each other Team in their Pool and twice against 2 Teams (i.e. 11 Matches). The choice against which Teams will be played twice (home and away) will be decided by drawing lots by the Board.
 - In the Pool of 8 Teams, Teams play once against each other Team in their Pool and twice against 4 Teams (i.e. 11 Matches). The choice against which Teams will be played twice (home and away) will be decided by drawing lots by the Board.
- c. In the 2026 Season, the Begeleiders of Teams may decide in consultation to play their mutual Match under U11 Soft Ball rules.
- d. The Matches will be played during the period from the first full weekend in May to the full weekend in July.
- e. Final rounds will be played on Sundays August 30, September 6 and 13.
- f. For the quarter-finals, the numbers 1 and 2 of each Pool as well as the two best numbers 3 qualify (i.e. 8 Teams).
- g. The determination of the best numbers 3 will be as follows:
 1. The Team with the highest Match Point average of all the numbers 2 (to compare the different numbers of Teams in the various Pools, the average will be used instead of the Match Points themselves) will be placed in the higher position.
 2. If there are Teams with an equal Match Point average, they will be ranked according to the number of Match Points in the (first) Match against the Team that finished number 1 in their Pool.

Note: If in one or more Pools these 2 Matches were both cancelled or stopped, points 5 to 7 apply.
 3. If two or more Teams are still equally ranked, they will be ranked according to the number of runs scored by the Team in the Match(s) against the Team that finished number 1 in their Pool.
 4. In the unlikely event that Teams are still ranked equally, the Board will decide the final ranking.
 5. If in one or more Pools both Matches mentioned in point 2 have been cancelled or stopped, the Teams will be ranked according to the number of Match Points against the Team that finished number 1 in their Pool.
 6. If two or more Teams are still equally ranked, they will be ranked according to the number of runs scored by the Team in the (first) Match against the Team that finished number 2 in their Pool.
 7. In the unlikely event that in one or more Pools the Match or both Matches between the numbers 2 and 3 (as set out in point 5) are also cancelled or stopped or point 6 does not determine the ranking, the Board shall decide the final ranking.



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h. The schedule for the quarter-finals is:

quarter-final F:	No. 1 of Pool A – No. 2 of Pool B
quarter-final G:	No. 1 of Pool B – No. 2 of Pool C
quarter-final H:	No. 1 of Pool C – one of the 2 best No's 3
quarter-final I:	No. 2 of Pool A – one of the 2 best No's 3

- The format of the quarter-finals and which Teams play at home will be decided by the drawing of lots. This draw is done by the Board after the last round of matches in July. Here, a No. 1 cannot play against the No. 2 from its own Pool.
- These Matches will take place on Sunday, August 30.
- If, due to any circumstance, a quarter-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
- If a bowl-out cannot take place or does not produce a result, the Team that finished 1st in its Pool will be the winner.
- If both teams finished 1st, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
- If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
- If that is also equal, the Board will decide.

i. The winners of the quarter-finals F to I advance to the semi-finals.

j. The schedule for the semi-finals is:

semi-final J:	winner quarter-final F – winner quarter-final H
semi-final K:	winner quarter-final G – winner quarter-final I

- For the semi-finals, the home playing Teams will be determined by a draw by the Board.
- These Matches will take place on Sunday, September 6.
- If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
- If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in its Pool will be the winner.
- If both teams finished in the same position, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
- If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
- If that is also equal, the Board will decide.

k. The winners of the semi-finals J and K advance to the final.

- For the final, the home playing Team will be determined by a draw by the Board.
- This Match will take place on Sunday, September 13.
- If due to any circumstance the final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
- If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in its Pool will be the winner.
- If both teams finished in the same position, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
- If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
- If that is also equal, the Board will decide.



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- I. The winner of the final is the champion.
- m. Special rules in the event of a tie in a quarter-final, semi-final or the final.
If Teams play a tie in a quarter-final, semi-final or the final, they will play a 'Super Over' immediately after the Match.
 - The Super Over starts 10 minutes after the regular Match.
 - The Super Over is played on the same pitch as the regular Match, unless the Umpires determine otherwise.
 - A coin toss will take place.
 - The batting team designates three batters.
 - The fielding Team designates one bowler.
 - In both innings, the fielding Team gets to decide which end to bowl from.
 - The batting team shall be all out when two wickets have fallen.
 - The Team that scores the most runs wins.
 - If the bowl-out is tied, the Team that hit the most boundaries overall in the regular Match plus the Super Over shall be the winner.
 - If the same number of boundaries have been scored, the Team with the highest scoring delivery in the Super Over is the winner.
 - If these are also the same, then the winning highest scoring delivery will be determined by counting backwards from ball 6 of the Super Over .
 - If the Super Overs of both Teams were identical, the winner will be determined by a bowl-out.
 - If a bowl-out cannot take place or would not produce a result, the Board shall decide.



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IV. U13

- a. In the 2026 Season, there are 20 Teams in 2 Pools A and B.
- b. Teams play once against each other Team in their Pool and twice against 1 Team (i.e. 11 Matches). The choice against which Team will be played twice (home and away) will be decided by drawing lots by the Board.
- c. In the 2026 Season the Matches will be played during the period from the first full weekend in May to the second full weekend in July.
- d. Final rounds will be played on Sundays August 30, September 6 and 13.
- e. For the quarter-finals, the numbers 1 to 4 of both Pools will qualify (i.e. 8 Teams).
- f. The schedule for the quarter-finals is:

quarter-final C:	No. 1 of Pool A – No. 4 of Pool B
quarter-final D:	No. 1 of Pool B – No. 4 of Pool A
quarter-final E:	No. 2 of Pool A – No. 3 of Pool B
quarter-final F:	No. 2 of Pool B – No. 3 of Pool A

 - In the quarter-finals, the Teams finishing No. 1 and No. 2 in the Pools will play at home.
 - These Matches will take place on Sunday, August 30.
 - If, due to any circumstance, a quarter-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not yield a result, the Team that finished in a higher position in a Pool will be the winner.
- g. The winners of the quarter-finals C to F advance to the semi-finals.
- h. The schedule for the semi-finals is:

semi-final G:	winner quarter-final C – winner quarter-final F
semi-final H:	winner quarter-final D – winner quarter-final E

 - For the semi-finals, the home playing Teams will be determined by a draw by the Board.
 - These Matches will take place on Sunday, September 6.
 - If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in a Pool will be the winner.
 - If both teams finished in the same position, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
 - If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
 - If that is also equal, the Board will decide.



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- i. The winners of the semi-finals G and H advance to the final.
 - For the final, the home playing Team will be determined by a draw by the Board.
 - This Match will take place on Sunday, September 13.
 - If due to any circumstance the final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in its Pool will be the winner.
 - If both teams finished in the same position, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
 - If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
 - If that is also equal, the Board will decide.
- j. The winner of the final is the champion.
- k. Special rules in the event of a tie in a quarter-final, semi-final or the final.
If the result of a quarter-final, semi-final or the final is a tie, the Teams shall play a 'Super Over' immediately after the Match:
 - The Super Over starts 10 minutes after the regular Match.
 - The Super Over is played on the same pitch as the regular Match, unless the Umpires determine otherwise.
 - A coin toss will take place.
 - The batting team designates three batters.
 - The fielding Team designates one bowler.
 - In both innings, the fielding Team gets to decide which end to bowl from.
 - The batting team shall be all out when two wickets have fallen.
 - The Team that scores the most runs wins.
 - If the bowl-out is tied, the Team that hit the most boundaries overall in the regular Match plus the Super Over shall be the winner.
 - If the same number of boundaries have been scored, the Team with the highest scoring delivery in the Super Over is the winner.
 - If these are also the same, then the winning highest scoring delivery will be determined by counting backwards from ball 6 of the Super Over.
 - If the Super Overs of both Teams were identical, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or would not produce a result, the Board shall decide.



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V. U15

- a. In the 2026 Season there are 20 Teams in 2 Pools of 6 Teams (Pools A and C) and 1 Pool of 8 Teams (Pool B). The Pool allocation will be based on a rating of the strength of the Teams by the participating Clubs. Pools B and C are of equal rated strength.
- b.
 - In Pools A and C the Teams will play two Matches against each Team in their Pool (home and away) (10 Matches).
 - In Pool B Teams play once against each other Team in their Pool and twice against 3 Teams (i.e. 10 Matches). The choice against which Team will be played twice (home and away) will be decided by the planning software.
- c. In the 2026 Season these Matches will be played during the period from the first full weekend in May to the first full weekend in July.

part I: U15 Pool A

- d. Final rounds for Pool A will be played on Sundays August 30 and September 6 (with Sunday, September 13 as a reserve day for the final).
- e. For the semi-finals of Pool A, the numbers 1 to 4 of Pool A will qualify (i.e. 4 Teams).
- f. The schedule for the semi-finals is:

semi-final D:	No. 1 Poule A – No. 4 Poule A
semi-final E:	No. 2 Poule A – No. 3 Poule A

 - In the semi-finals, the Teams finishing No. 1 and No. 2 in the Pool will play at home.
 - These Matches will take place on Sunday, August 30.
 - If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in the Pool will be the winner.
- g. The winners of the semi-finals D and E advance to the final.
 - For the final, the home playing Team will be determined by a draw by the Board.
 - This Match will take place on Sunday, September 6.
 - If due to any circumstance the final fails to produce a result, the Match will be rescheduled on September 13, on the same ground.
 - If due to any circumstance the rescheduled final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in its Pool will be the winner.
- h. The winner of the final is the champion.



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part II: U15 Pools B and C

- d. Final rounds for Pools B and C will be played on Sundays August 30, September 6 and 13
- e. For the quarter-finals of Pools B and C, the numbers 1 to 4 of both Pools will qualify (i.e. 8 Teams).
- f. The schedule for the quarter-finals is:
- | | |
|------------------|-----------------------------------|
| quarter-final F: | No. 1 of Pool B – No. 4 of Pool C |
| quarter-final G: | No. 1 of Pool C – No. 4 of Pool B |
| quarter-final H: | No. 2 of Pool B – No. 3 of Pool C |
| quarter-final I: | No. 2 of Pool C – No. 3 of Pool B |
- In the quarter-finals, the Teams finishing No. 1 and No. 2 in the Pools will play at home.
 - These Matches will take place on Sunday, August 30.
 - If, due to any circumstance, a quarter-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not yield a result, the Team that finished in a higher position in a Pool will be the winner.
- g. The winners of the quarter-finals F to I advance to the semi-finals.
- h. The schedule for the semi-finals is:
- | | |
|---------------|---|
| semi-final J: | winner quarter-final F – winner quarter-final I |
| semi-final K: | winner quarter-final G – winner quarter-final H |
- For the semi-finals, the home playing Teams will be determined by a draw by the Board.
 - These Matches will take place on Sunday, September 6.
 - If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in a Pool will be the winner.
- i. The winners of the semi-finals J and K advance to the final.
- For the final, the home playing Team will be determined by a draw by the Board.
 - This Match will take place on Sunday, September 13.
 - If due to any circumstance the final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in its Pool will be the winner.
 - If both teams finished in the same position, the Team that has scored the most runs on average per Match in the Pool Matches is the winner.
 - If that average would be equal, the Team that gave up the fewest runs on average in the Pool Matches is the winner.
 - If that is also equal, the Board will decide.
- j. The winner of the final is the champion.



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THE FOLLOWING PARAGRAPH APPLIES TO BOTH PART I AND PART II ABOVE

- f. Special rules in the event of a tie in a quarter-final, semi-final or the final.
If Teams play a tie in a quarter-final, semi-final or the final, they shall play a 'Super Over' immediately after the Match:
- The Super Over starts ten minutes after the regular Match.
 - The Super Over is played on the same pitch as the regular Match, unless the Umpires determine otherwise.
 - A coin toss will be held.
 - The batting Team designates three batters.
 - The fielding Team designates one bowler.
 - In both innings, the fielding Team gets to decide which end to bowl from.
 - The batting team shall be all out when two wickets have fallen.
 - The Team that scores the most runs wins.
 - If the bowl-out is tied, the Team that hit the most boundaries overall in the regular Match plus the Super Over shall be the winner.
 - If the same number of boundaries have been scored, the Team with the highest scoring delivery in the Super Over is the winner.
 - If these are also the same, then the winning highest scoring delivery will be determined by counting backwards from ball 6 of the Super Over.
 - If both Super Overs were identical, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or would not produce a result, the Board shall decide.



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VI. U17

- a. In the 2026 Season there are 12 Teams in 2 Pools of 6 Teams each, divided by strength. The Pool allocation will be based on a rating of the strength of the Teams by the participating Clubs.
- b. The Teams will play two Matches against each Team in their Pool (home and away) (10 Matches).
- c. In the 2026 Season these Matches will be played during the period from the first full weekend in May to the first full weekend in July.

part I: U17 Pool A

- d. Final rounds for Pool A will be played on Sundays August 30 and September 6 (with September 13 as a reserve day for the final).
- e. For the semi-finals of Pool A, the numbers 1 to 4 of Pool A will qualify (i.e. 4 Teams).
- f. The schedule for the semi-finals is:
semi-final C: No. 1 Poule A – No. 4 Poule A
semi-final D: No. 2 Poule A – No. 3 Poule A
 - In the semi-finals, the Teams finishing No. 1 and No. 2 in the Pool will play at home.
 - These Matches will take place on Sunday, August 30.
 - If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in the Pool will be the winner.
- g. The winners of the semi-finals C and D advance to the final.
 - For the final, the home playing Team will be determined by a draw by the Board.
 - This Match will take place on Sunday, September 6.
 - If due to any circumstance the final fails to produce a result, the Match will be rescheduled on September 13, on the same ground.
 - If due to any circumstance the rescheduled final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in the Pool will be the winner.
- h. The winner of the final is the champion.

part II: U17 Pool B

- i. Final rounds for Pool B will be played on Sundays August 30 and September 6 (with September 13 as a reserve day for the final).
- j. For the semi-finals of Pool A, the numbers 1 to 4 of Pool A will qualify (i.e. 4 Teams).
- k. The schedule for the semi-finals is:
semi-final E: No. 1 Poule B – No. 4 Poule B
semi-final F: No. 2 Poule B – No. 3 Poule B
 - In the semi-finals, the Teams finishing No. 1 and No. 2 in the Pool will play at home.
 - These Matches will take place on Sunday, August 30.
 - If due to any circumstance a semi-final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
 - If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in the Pool will be the winner.



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l. The winners of the semi-finals E and F advance to the final.

- For the final, the home playing Team will be determined by a draw by the Board.
- This Match will take place on Sunday, September 6.
- If due to any circumstance the final fails to produce a result, the Match will be rescheduled on September 13, on the same ground.
- If due to any circumstance the rescheduled final fails to produce a result, the winner will be determined by a bowl-out (see Article 22).
- If a bowl-out cannot take place or does not produce a result, the Team that finished in a higher position in the Pool will be the winner.

m. The winner of the final is the champion.

THE FOLLOWING PARAGRAPH APPLIES TO BOTH U17 Pool A AND U17 Pool B

n. Special rules in the event of a tie in a semi-final or the final.

If Teams play a tie in a semi-final or the final, they shall play a 'Super Over' immediately after the Match:

- The Super Over starts 10 minutes after the regular Match.
- The Super Over is played on the same pitch as the regular Match, unless the Umpires determine otherwise.
- A coin toss will be held.
- The batting team designates three batters.
- The fielding Team designates one bowler.
- In both innings, the fielding Team gets to decide which end to bowl from.
- The batting team shall be all out when two wickets have fallen.
- The Team that scores the most runs wins.
- If the bowl-out is tied, the Team that hit the most boundaries overall in the regular Match plus the Super Over shall be the winner.
- If the same number of boundaries have been scored, the Team with the highest scoring delivery in the Super Over is the winner.
- If these are also the same, then the winning highest scoring delivery will be determined by counting backwards from ball 6 of the Super Over.
- If both Super Overs were identical, the winner will be determined by a bowl-out (see Article 22).
- If a bowl-out cannot take place or would not produce a result, the Board shall decide.



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Article 17 - Match Day

1. All Matches will be fixed on Sundays.
2. The standard start time is 9 am. The Club that plays at home may decide to change the starting time if there are multiple Matches on its ground. It will inform the opponent no later than four days prior to the Match Day.
3. SB and HB Matches in the Haaglanden area in the U9 and U11 age groups may also be organised on Wednesday afternoons if enough Teams are entered.
4. The start time of these latter Matches is no later than 2:30 pm.

[POLICY:

- *Start times may be altered by mutual agreement, with the proviso that a Match fixed in accordance with the competition schedule on Sunday morning has priority over a Match in a men's or women's competition that is moved from Saturday to Sunday.*
- *Due to the fixtures schedules in the seniors, Begeleiders must ensure that Matches start on time and move along briskly!*
- *All Matches: lunch after the Match. In the U15 and U17 age groups there is only a short (drinks) break of up to 10 minutes on the pitch between innings. Unless the Begeleiders of both Teams jointly agree otherwise.]*

Article 18 - Match Points

- Win: 2 Match Points
- Tie: 1 Match Point
- No valid result: 1 Match Point
- Loss: 0 Match Points

Article 19 - Standings

1. The standings in a (Pool of the) age group (except U9) is determined as follows:
 - a. The Team that achieved the highest number of Match Points is highest in the standings.
 - b. If multiple Teams have the same number of Match Points, their order is determined by the highest number of Match Points from their mutual Match or Matches.
 - c. If two or more Teams are still equal, the order will be determined by a higher NRR (to 3 decimal places, see Article 21 for how it is calculated).
 - d. If two or more Teams are equal, their order is determined by a higher NWA (to 3 decimal places, see Article 21 for how it is calculated).
 - e. If two or more Teams are still equal, their order will be determined by a higher NRR (to 3 decimal places, see Article 20 for how it is calculated) in their mutual Match or Matches.
 - f. If two or more Teams are still equal, their order will be determined by a higher NWA (to 3 decimal places, see Article 20 for how it is calculated).
 - g. If the mutual Match or Matches did not produce a valid result, their order shall be determined by the highest total runs scored in all Matches.
 - h. If that too is inconclusive, the Board will decide.



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2. A Team that is withdrawn from the Competition after the start of the Season, or is taken out of the Competition on the basis of a judgment of the Disciplinary Committee or otherwise, shall be deemed to have achieved the lowest number of Match Points.
3. If a Team is withdrawn or taken out of the Competition after the start of the Season, all results of that Team will be deleted.
4. Personal performances in the Matches described in paragraph 3 of this article will be included in the annual statistics.

Article 20 - Net Run Rate (NRR)

Note: this calculation is done by the Competition Manager after the end of the regular Competition and only if necessary to determine one or more semi-finalists or finalists.

A Team's NRR is calculated by subtracting the average number of runs per over scored by the Team throughout the Competition from the average number of runs per over scored against the Team throughout the Competition.

If in a Match a Team was all out within less than the total number of overs for that Match, the total number of overs available shall be used for the calculation of the NRR and not the number of overs at which the Team was all out.

Only Matches that produced a result count towards the NRR calculation.

If a Match is not completed (e.g. due to rain) but has produced a result based on run rate, then for the NRR calculation of the Team batting first the number of runs shall be the par score of the Team batting second, in the same number of overs as the second Team was able to bat.

[EXPLANATION:

The general definition of the par score is: the number of runs scored by the Team batting first. To win the Match, the Team batting second must make one run more than the par score.

If Team 2 had fewer overs at its disposal (as the Match had to be stopped early), the number of runs scored by the first batting Team is recalculated.]

Article 21 - Net Wicket Average (NWA)

A Team's NWA is calculated by dividing the total number of runs scored by a Team by the total number of wickets lost, and subtracting the total number of runs scored by the other Team divided by total number of wickets taken.



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Article 22 - Bowl-out

1. The Bowl-out shall take place on a pitch unless the Begeleiders determine otherwise.
2. Wickets shall be pitched at both ends.
4. Bowling takes place from one end.
5. Before the bowl-out starts, the Captains (or the Begeleiders) will toss a coin. The winner of the toss will choose which Team will bowl first.
6. Each Team chooses five bowlers. The wicketkeeper may be one of the bowlers, but in that case another player, who is not one of the five bowlers, must act as wicketkeeper during the Bowl-out.
7. All Players of both Teams line up on either side of the pitch, about five metres from the pitch.
8. Next, the five bowlers, one of each Team in turn, bowl one ball each.
9. The Team that has hit the wicket most often after the five balls have been bowled is the winner.
10. If after each Team has bowled five balls, each Team has broken the wicket an equal number of times, then one ball will be bowled by a bowler of each Team in turn until one Team has hit the wicket once more than the other Team in the same number of balls bowled. The order of bowlers need not be the same as in the first series, but a bowler may not bowl again until all other bowlers on his Team have bowled a ball. The Team that started the Bowl-out is first up.
11. The Team that has then hit the wicket more times is the winner.

Article 23 - Championship

See Article 16.

UMPIRES AND SCORERS

Article 24 - KNCB Umpires and Club Umpires

1. The Board periodically organises KNCB Umpire and Club Umpire courses and KNCB Umpire and Club Umpire examinations.
2.
 - a. KNCB Umpires are those who have passed the KNCB Umpire examination referred to in paragraph 1 and have correctly officiated in five Matches in the opinion of the Match Officials Committee, as well as those who have been recognised as such by the Board on the recommendation of the Match Officials Committee by virtue of their cricket knowledge and experience in officiating in Matches.

[EXPLANATION:

The Board may invite an experienced umpire from another country to act as KNCB Umpire in order to raise the level of Dutch KNCB Umpires. Such an umpire is referred to in the second part of a.]

- b. Club Umpires are those who have taken the Club Umpire course referred to in paragraph 1, as well as those who have been recognised as such by the Board on the recommendation of the Match Officials Committee by virtue of their cricket knowledge and experience in officiating in Matches.



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3. The KNCB is in favour of a Club whose Team plays in the Competition having the umpiring for that Team carried out by Club Umpires. In the U17s, these may also be Players of the Team. To make this possible, the courses referred to in paragraph 1 will be held.

Article 25 - Scorers

1. The Board periodically organises scorer courses and exams that train to ECB ACO Scorer Level 1.
2. A qualified Scorer is one who holds at least an ECB ACO Level 1 qualification.
3. A recognised Scorer is a Scorer who does not meet the requirement set out in paragraph 2, but who has been recognised as such by the Board by virtue of his cricket knowledge and experience in scoring Matches.
4. The KNCB is in favour of a Club whose Team plays in the Competition having the scoring for that Team carried out by a qualified or recognised Scorer. These may also be Players of the Team. To make this possible, the courses referred to in paragraph 1 will be held.

SCORING, SCORECARD, TEAM SHEET

Article 26 - Scoring

INTRODUCTION:

The Board has long been of the opinion that the Scorecards should be filled in much better by the Clubs. Correct, complete and timely entered Scorecards make the work of the Competition Manager a great deal easier, and the Scorebook may resolve errors, ambiguities or even irregularities discovered later in the completed Scorecards.

It will also help to improve the quality of the work of the Archive Committee, which produces the annual Kleefstra almanac, which will also benefit the historiography of cricket in the Netherlands.

As the quality of Scorecards entered continues to be below par, the Board is introducing additional rules with effect from the 2026 Season and raising the sanctions that could be imposed for breaching the obligations regarding the entering of Scorecards (see Article 27 (Scorecards)).

1. Every Match in any Competition must be scored in at least one (1) Scorebook, regardless of whether scoring is also done in the Scoring App.

[EXPLANATION:

The app may suddenly fail during the Match, or the internet connection may be interrupted.

The best scoring method is to score in both the Scorebook and the app. For example, the Scorer of the home Team scores in the Scoring App and the Scorer of the away Team scores in the Scorebook. These roles may be swapped by mutual agreement.

In Matches where no Scorers are present, the batting Team scores its batting innings in both the Scoring app and the Scorebook.

If there is only 1 Scorer, the scoring must be done in the Scorebook in any case.]

- The Scoring app can be downloaded from:
 - Android: <https://play.google.com/store/apps/details?id=com.interactsport.livescorecricketeu>
 - iOS: <https://apps.apple.com/nl/app/cricket-livescore-eu/id1368841936>
- Login details may be obtained through the Club's (competition) secretary.
- The minimum requirements of the smartphone or tablet OS are:
 - Android: 7.1
 - iOS: 13.0]



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2. The Begeleiders of both Teams must jointly sign for approval all the pages used in the Scorebook after the Match, including the Match result.

If a KNCB Umpire or Umpires have been appointed for the Match and the toss has at least been completed, one of them shall sign the pages in the Scorebook used for the Match for approval after the Match and alongside the Match result for approval.

[EXPLANATION:

The Board recommends that after the Match the other Team take a photograph of the page or pages of the Scorebook used. This is especially important for the Team playing at home: that Team is responsible for ensuring that the Scorecards of both innings are entered fully and correctly in the Competition Software (see Article 27(1)). This means that all data referred to in Article 27(3) is correctly recorded and that the batting innings total (runs batters + all extras) match the bowling innings total (runs against + fielding extras). Also, the names of 'custom players' must be changed in the Competition Software to the names of the Players as they appear in the Competition Software - whether after entering a Player in this programme or not.

PLEASE NOTE:

- *in case of ambiguities, the Scorebook shall prevail.*
- *The Competition Manager may request a copy of the pages of the Scorebook used for a Match if he deems this necessary.]*

Article 27 - Scorecard

1. If at least the toss has been completed, the Club of the home team must enter the Match result and both Scorecards completely, correctly and in time in the Competition Software, no later than by 8:00 am on the Wednesday following the Match Day.

Both the Club of the home Team and the home Team itself shall be responsible for this.

[POLICY: Results and standings are not recorded in the U9 age group. However, please inform the Competition Manager (competitie@kncb.nl) of any special feats.

2. Full entry of the result and Scorecard includes:

- Toss won by
- Team batting first
- Match won by
- Wickets and runs of each Team
- End of innings (all out, compulsory close or end of match)
- Overs bowled and maximum number of overs available for each Team
- Extras
- The names (initials and surname) of all Players (even if did not bat (DNB));
- How out
- Fall of wickets
- Bowler and fielder for each fallen wicket
- Number of runs scored by each batter
- Number of overs bowled by each bowler
- Number of maiden overs bowled by each bowler
- Number of wickets taken by each bowler
- Number of runs scored off each bowler
- Number of catches taken by each fielder
- Who was the wicketkeeper
- Who was Captain
- Number of catches and stumpings by the wicketkeeper



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3. If a fixed Match has not commenced (read: toss has not taken place), this must be entered in the Competition Software by the home playing Team's Club before the deadline specified in paragraph 1.
4. Without prejudice to the provisions of Article 19 of the Articles of Association, the Board shall, as a Board Resolution, impose a €25 penalty on the Club acting in breach of the provisions of paragraph 1.
5. Having a sanction imposed on it does not release the Club from the obligation of entering the result and the Scorecards. It shall be given seven days to do so, starting from the day the Club is informed of the sanction.
6. Paragraphs 4 and 5 shall apply again if the Club has also failed to fulfil the obligation referred to in paragraph 1 before the deadline referred to in paragraph 5. This shall be repeated up to a maximum of ten (10) weeks.
7. The sanction listed in paragraph 4 applies per Match that the offence referred to in paragraph 1 was committed.
8. The Board may deviate from the provisions of this article in special cases at its discretion.
9. The Club of the Team concerned may lodge an appeal against a Board Resolution with the Appeals Committee (see Article 13.8 of the Internal Regulations). The Appeals Committee shall then only review whether the Board's decision was reasonable.

[EXPLANATION:

- *Paragraph 1 states that both the home Team and the Club of that Team are responsible for the complete, correct and timely entry of the result and the Scorecards. It is the duty of the Team playing at home or its Begeleider to obtain all necessary details from the opponent (on the Match Day).*
- *If a fixture is played at the ground of a third Club, the obligation set out in paragraph 1 applies to the Club of the Team listed first in the fixtures schedule as entered in the Competition Software. If a Match is played on the ground of a Club of the Team that would be the away team, the Club of the Team listed first in the fixtures schedule remains responsible for this obligation.
Note: This obligation obviously also applies to a Match that has been rescheduled on a different date.*
- *In normal circumstances, on the Wednesday after the Match Day, the Competition Manager shall block the possibility of entering or changing data for that Match in the Competition Software. If the provisions of paragraph 5 apply, the Competition Manager shall make the data concerning that Match accessible again during the period stated in those paragraphs.*
- *The Club of the away Team is not obliged, but is allowed to check the details of the Players of its Team. If it then transpires that an error has been made and corrections can no longer be made, the Club may ask the Competition Manager to allow it to correct the data.]*



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Article 28 - Team Sheet

1. Before the start of the Match, the Begeleider of a Team must complete a Team Sheet for youth cricket in accordance with the model determined by the Board, sign it and hand it to the Begeleider of the opposing Team and to the KNCB Umpire or Umpires appointed by the Board, if any.
2. This obligation does not apply in the U9 Competition.

[EXPLANATION:

The Team Sheet serves to make the work of the Scorers, especially those of the opposing Team, and of the KNCB Umpires (if any) easier.

If two KNCB Umpires have been appointed, they should both get a copy of this form: please make up three copies of the Team Sheet.

The Team Sheet template can be found in Appendix A and on the KNCB website (click [here](#) for the Team Sheet). It is important that Players' names are exactly the same (i.e. complete and identically spelled) as entered in the KNCB membership records (All-United) and that the KNCB player numbers are included. The Board recommends printing (several copies of) a slightly longer list the day before the Match from which names can then be crossed out (and possibly added) prior to the Match.]

CLOTHING AND EQUIPMENT

Article 29 - Advertising

1. Advertisements on the match strips and/or sports attributes of those directly involved in the Match shall comply with the Dutch Advertising Code (see: www.reclamecode.nl), may not dominate and must be uniform.
2. The name of a sponsor may never replace or be part of the name under which the Club is registered and participates in the Competition.

Article 30 - Coloured clothing

1. In all age groups, Clubs must have the Players of their Team(s) play in coloured clothing. Prior approval from the Board must be obtained for the clothing to be worn by the Players of these Clubs.
2. Such permission shall only be granted if, in the opinion of the Board, the proposed clothing is not likely to have a disruptive influence on the course of the match.
3.
 - a. Visible (under)clothing not belonging to the official club strip that differs in colour from the official match strip must sufficiently contrast with the match ball or not hinder the visibility of the match ball.
 - b. Pads, or the clads (covers) over them, that are not identical in colour to the official club strip, must be sufficiently in contrast with the match ball or not hinder the visibility of the match ball.
 - c. As long as a Player's clothing does not comply with the provisions in a. and b. above, he shall not be allowed to participate in the Match.
4. All Players of a Team must play in the same coloured clothing.
5. In youth Competition Matches the provisions of paragraphs 1 to 4 may be deviated from. In the U15s and U17s, however, a white ball may not be used when playing in white clothing.



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GROUNDS

Article 31 - Playing on artificial grass

Playing Matches on artificial grass outfields equipped with a pitch as described in the Ground Regulations is permitted in all Competitions without dispensation from the Board.

In the U9s, no dispensation is required for not playing on a proper cricket pitch.

[POLICY: The KNCB aims for all Competition Matches to be played on a natural grass outfield. However, playing on an artificial grass outfield is allowed.]

Article 32 - Ground requirements

1. During the Season as defined in Article 2, the Clubs must have access to a ground that meets the requirements set out in the Ground Regulations.
2. Upon multiple reports of deficiencies to a ground and a resulting review by the Grounds Committee, the Board may declare a ground unfit until further notice.

[EXPLANATION:

The following points apply only to the U17 Competition.

- *Not having a ground that meets the requirements set out in the Grounds Regulations must also be understood to mean:*
 - *Not (or no longer) having a playable pitch available for a Match, both before that Match and during breaks in and/or interruptions of that Match; not having covered the pitch and/or the playing field in time and/or adequately.*
 - *Not having at hand, before and/or during a Match, the most basic tools to keep and/or make the pitch and/or playing field dry and/or playable, or not (sufficiently) using the tools that are present.*
- *The Board may grant dispensation to a Club if the Club indicates when registering a Team or Teams for the Competitions that its accommodation cannot meet all the requirements for reasons entirely or partly beyond its control. The application for dispensation must be submitted in writing (by email to the Competition Manager), and be clear, complete and, if necessary, verifiable.]*

[POLICY:

If the requested dispensation is not granted, the relevant Club must itself arrange for a ground that does meet the requirements.]



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PART 2 - PLAYING CONDITIONS

Article 1 - General

1. Unless otherwise stated in these Playing Conditions, the rules of the game are as set out in the Laws of Cricket.
2. The additional or substitute rules in these Playing Conditions are intended to:
 - a. make cricket attractive to all youth players by ensuring that every youth player bats and bowls in principle and as far as possible in every Match.
 - b. ensure that Matches are played in good harmony;
 - c. have youth players become increasingly familiar with the Laws as they get older.
3. All Matches are subject to the KNCB Disciplinary Regulations.
4. If in any circumstances these Playing Conditions do not provide, the Board shall decide. In doing so, the Board will always seek advice from committees and advisers who deal with the subject matter.
5. The Board requests all Clubs and thus the Team Begeleiders to give girls the same opportunities as boys in the Matches. That means batting as often in the top 6 and bowling as many overs as boys. This applies in particular to the U15s and U17s - up to those ages, girls are generally physically equal to boys.
The main reason for this urging is so that girls keep playing cricket, thereby increasing the participation of girls and subsequently women in cricket in the Netherlands.
6. If the Players and/or Begeleiders of a U15 or U17 Team do not comply with the rules, the opponents may call them out on this. Should this not have the desired result, the Board has the option of imposing a Board Sanction.

In terms of sanctions, the Board will be guided by the following options:

In case of

- non-compliance with the rules regarding the number of overs per bowler and/or when he can bowl those overs,
- incorrect application of the rule to let or not let Players bat in the top 5,
- failure to apply the 'retired' rules correctly,
- incorrect application of the rules on numbers of players,

the Board may declare the Match lost and/or decide to omit the performance of the Player concerned (both bowling and batting) from the statistics.

If a Team frequently fails to give girls enough opportunities, the Club of that Team will receive a warning. In the 2024 Season, this had positive consequences, therefore in the 2026 Season too, only warnings will be issued and no sanction for this has been included in the Youth Regulations.

If a Club does not accept a Board Sanction, it may request that the matter be referred to the Disciplinary Committee - see the KNCB Disciplinary Regulations.

Article 2 - Rain

1. A Match shall be stopped due to rain if, in the opinion of the Begeleiders it is not safe or not reasonably possible to play cricket.
2. If it rains during the first innings, for every six minutes of total playing time lost, one over will be deducted from both batting innings.
3. If it rains during the second innings, one over is deducted for every three minutes of total playing time lost.



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4. If the number of overs has been reduced due to rain, the result is determined by the run rate. This is calculated based on the maximum number of overs a batting Team had in the Match shortened due to rain. It is irrelevant whether the batting Team actually used its allotted overs or whether it was all out or retired earlier.
5. A Match is definitively rained off if in a U15 or U17 Match at least one of the Teams has fewer than twenty overs available for batting, or in a U11 or U13 Match one of the Teams has fewer than ten overs available for batting. If 1.5 hours have been lost during the first innings, the Match is already rained off and there is no point in further play.



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RULES PER AGE GROUP

Article 3 - U9 Smash cricket carousel

The following rules apply to all U9 Matches.

1. Carousels
Carousels are organised for the U9s. All Players of the Clubs in a region meet at one location where, depending on the number of Players, one or more Matches are organised simultaneously.
2. Team and non-standard number of Players
 - a. Teams are composed on the day of the carousel and consist of six Players, either from the same or different Clubs.
 - b. A Team can have more than six Players, but in principle no more than eight. If this doesn't work in terms of numbers, then pairs cricket may be chosen.
 - c. Clubs shall inform the other participating Clubs in the same carousel of the number of players they are bringing no later than two days before the Match Day.
 - d. Players must be present no later than ten minutes before the scheduled start time of the Match.
 - e. The minimum age to participate is seven. In consultation, the Begeleiders of both Teams may deviate from this.
3. Overs
 - a. A Match consists of two innings of twelve overs, on the understanding that a Match may last a maximum of ninety minutes (once this time has elapsed, the innings is over, unless all Begeleiders together decide otherwise).
 - b. There is no interval between the innings. In the first innings, all the Players of a Team bat and the Players of the other Team field. In the second innings the roles are reversed.
 - c. No extra overs will be played to allow more Players to bowl or bat.
 - d. After both innings are completed, the Players have lunch together.
4. Preparing the field
 - a. Matches are played on a short-cut grass pitch (with desired grass height of 1 centimetre) or artificial grass.
 - b. The minimum size from the middle of the pitch to both square boundaries is 25 metres and 20 metres behind each of the two wickets. The boundary is marked with cones or flags.
 - c. Pitch length: the distance between the plastic or wooden wickets with bails is fifteen metres.
 - d. The pitch width is two metres. Two Batting Tees are placed two metres apart, one on each side of the pitch, at the level of the popping crease (the line that runs 1.2 metres before the stumps) at the striker's end [*this line is erroneously often called the 'crease line'*]. A pink or orange plastic ball is placed on both Batting Tees.
5. Other materials
 - a. Plastic or wooden bats.
 - b. The game is played with white plastic junior incrediballs.



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6. Batting

- e. Batting takes place in pairs.
- b. An innings lasts 72 balls (twelve overs of six balls).
- c. Every batter gets a number of balls that depends on the number of Players. With six Players, the number is twelve. For a different number of Players, divide 72 by that number and round down if necessary. If, after the last batter has received that number of balls, 72 balls have not yet been bowled, that last batter gets the remaining balls as a bonus.
- d. The batters change ends after every over (even if they have run a single on the last ball).

7. Fielding, bowling and wicketkeeping

- a. Everyone bowls, keeps wicket and fields.
- b. All the Players, including the wicketkeeper, rotate in the same direction after each over so that everyone gets their turn bowling and wicketkeeping.
- c. Bowling takes place from one end.
- d. When the ball is delivered or struck off the Batting Tee, the fielders must keep at least ten metres away from the batter at the striker's end (except the wicketkeeper).
- e. If a bowler bowls a lot of wides and no balls, the Umpire may decide to allow the bowler to bowl from a shorter distance in order to promote the enjoyment of the game.
- f. The wicketkeeper must stay behind the wicket until the ball is hit.
- g. All six Players bowl two overs and keep wicket for two overs. But if a Team has eight Players, Players must bowl and keep wicket at least one over and no more than two overs.

8. Bowling

- a. Six balls are bowled per over.
- b. The run-up is restricted to seven metres to raise the pace of play.

9. No balls, wides and byes

- a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
- b. A no ball or wide results in a free hit for the batting Team, unless the batter scores runs or runs a bye or a leg bye.
- c. Wides and no balls do not give the batting Team an extra point. If a batter runs on a no ball, those runs are counted as runs for the batter.
- d. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce before the popping crease [*this line is often incorrectly called 'crease line'*], and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the bowler deliberately makes the ball bounce multiple times or rolls it.
- e. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket within the two-metre pitch width.
- f. If the ball passes the batter without the batter touching the ball with the bat and the batter runs a run (i.e. a bye or leg bye), the ball is scored as a run for the batter.

10. Free hit

- a. If an Umpire signals a wide or no ball, the batter immediately gets a free hit off the Batting Tee.
- b. On a free hit, a batter can only be run out with the orange or pink ball he has hit.
- c. The batter must hit the free hit forward. The batter may not run if the ball ends up behind his own wicket. In that case, no runs are scored.
- d. If the batter tries to hit the ball off the Batting Tee and misses (i.e. does not hit the ball), that also counts as a stroke. The free hit then does not yield any runs.



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11. Out

- a. If a batter is dismissed, the fielding Team gets three bonus points and the other batter always faces the next ball. The batter does not have to leave the field when dismissed (unless he got out on the last ball of his allotted number).
- b. The batter is dismissed if he:
 - i. is bowled, unless the bowler threw the ball or it was a no ball;
 - ii. is caught;
 - iii. is run out;
 - iv. is stumped;
 - v. hits or otherwise breaks his own wicket;
 - vi. deliberately defends the wicket with his legs.

12. Results and standings

Results and standings are not recorded, so there is no need to enter a Scorecard in the KNCB Competition software.



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Article 4 - U11 Soft ball

The following rules apply to all U11-SB Matches.

1. Team and non-standard number of Players
 - a. A Team consists of eight Players.
 - b. If at least six Players from each Team are present, the Match must be played.
 - c. If there are more Players, the extra Players may field, bowl and bat. In the field, however, there are no more than eight fielders (including the wicketkeeper); the extra Players rotate in and out.
 - d. If a Team has fewer than eight Players, the Begeleiders may decide in consultation that Players from the other Team will also be used.
 - e. No extra overs will be played to allow more than eight Players to bowl or bat.
 - f. Each batter gets the number of available balls (120, unless fewer due to rain - see Article 2) divided by the number of batters in his Team. This means that when a Team has eight Players and the Match is not shortened, each batter will get fifteen balls. When a Team has more or fewer players, each batter gets proportionally fewer or more balls (always rounded down). If, after the last batter has received that number of balls, 120 balls (or a lower number if the Match has been shortened due to rain) have not yet been bowled, the last batter will get the remaining balls as a bonus.
2. Overs
 - a. A Match consists of two innings of twenty overs (or fewer in case of rain - see Article 2).
 - b. There is no interval between the innings.
 - c. After both innings are completed, the Players have lunch together.
3. Equipment and field
 - a. The game is played with a white junior incrediball with seam,
 - b. and with wooden or plastic bats.
 - c. Players do not use protective equipment. If a batter or wicketkeeper wants to, he may play with protection.
 - d. Matches are played on a short-cut grass pitch (with desired grass height of 1 centimetre) or artificial grass with an official cricket pitch. The minimum size from the middle of the pitch to both square boundaries is 35 metres and 30 metres behind each of the two wickets. The boundary is marked with cones or flags.
 - e. Pitch length: the distance between the plastic or wooden wickets with bails is seventeen metres.
 - f. At the end where the pitch is shortened, the popping crease (this is the line that applies in the event of a run out) is marked by two cones to the left and right of the pitch. The imaginary line between those two cones must be 1.2 metres in front of the imaginary line through the bowling wicket (bowling is done from the shortened side of the pitch).
4. Batting
 - a. Teams bat in pairs.
 - b. Bowling is from one end only.
 - c. The batters change ends after every over (even if they have run a single on the last ball). There will be no change of ends if a batsman should come to bat who has already faced his allotted number of balls.
5. Fielding, bowling and wicketkeeping
 - a. When the ball is delivered, the fielders must keep at least ten metres away from the batter at the striker's end (except the wicketkeeper).
 - b. All Players, except the wicketkeeper, must bowl at least two overs before Players who bowl more, may bowl a third or fourth over.
 - c. Players may not bowl more than four overs in a Match and no more than two overs per spell.



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6. No balls, wides and byes
 - a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
 - b. A no ball or a wide scores two runs for the batting team.
 - c. In derogation from subsections a and b of this paragraph, the wides and no balls bowled in the last over of an innings shall be bowled again and also score two points for the batting Team).
 - d. After a no ball, the batter does not get a free hit.
 - e. A run on a wide counts as an extra wide.
 - f. Any other runs not from the bat will count as a bye, or leg bye if the ball touched any part of the batter's body, even off a no ball.
 - g. A run off a no ball counts as an extra run for the batter.
 - h. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce in front of the popping crease (this is the line 1.2 metres in front of the wicket) *[this line is often incorrectly called 'crease line']* and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the ball reaches the batter rolling along the ground or the ball bounces multiple times and is at or below ankle height when it reaches the batter, unless the batter hits the ball and runs a run;
 - v. the bowler deliberately makes the ball bounce multiple times.
 - i. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket inside both wide lines.
7. Out
 - a. If a batter is dismissed, the fielding Team gets three bonus points and the batters swap ends, unless the batter was run out. The batter does not have to leave the field if he is dismissed. The next ball is always faced by the other batter.
 - b. The batter is dismissed if he:
 - i. is bowled, unless the ball was thrown;
 - ii. is caught;
 - iii. is run out;
 - iv. is stumped;
 - v. hits or otherwise breaks his own wicket;
 - vi. deliberately defends the wicket with his legs.
 - c. If a no ball is bowled, the batter can only be dismissed by being run out.
8. Scoring is done in the KNCB scoring app (Cricket Live Score EU).



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Article 5 - U11 Hard ball

The following rules apply to all U11-HB Matches.

1. Team and non-standard number of Players
 - a. A Team consists of eight Players.
 - b. If at least six Players from each Team are present, the Match must be played.
 - c. If there are more than eight Players, the extra Players must also field, bowl and bat. However, there are never more than eight fielders in the field; the extra Players have to rotate in and out.
 - d. If a Team has fewer than eight Players, the Begeleiders may decide in consultation that Players from the other Team will also be used.
 - e. No extra overs will be played to allow more than eight Players to bowl or bat.
 - f. Each batter gets the number of available balls (120, unless fewer due to rain - see Article 2) divided by the number of batters in his Team. This means that when a Team has eight Players and the Match is not shortened, each batter bats fifteen balls. When a Team has more or fewer players, each batter bats proportionally fewer or more balls (always rounded down). If, after the last batter has received that number of balls, 120 balls (or a lower number if the Match has been shortened due to rain) have not yet been bowled, that last batter will get the remaining balls as a bonus.
2. Overs
 - a. A Match consists of two innings of twenty overs (or fewer in case of rain - see Article 2).
 - b. There is no interval between the innings.
 - c. After both innings are completed, the Players have lunch together.
3. Equipment and field
 - a. A hard, white four-piece cricket ball weighing $4\frac{3}{4}$ ounces is used,
 - b. and wooden bats.
 - c. Batters and wicketkeepers must wear a helmet, pads, gloves and, in the case of boys, also a groin protector.
 - d. Matches are played on a short-cut grass pitch (with desired grass height of one centimetre) or artificial grass with an official cricket pitch. The minimum distance from the middle of the pitch to both square boundaries is 35 metres and 30 metres backwards from each of the two wickets. The boundary is marked with cones, flags or a boundary rope.
 - e. Pitch length: the distance between the plastic or wooden wickets with bails is seventeen metres.
 - f. At the end where the pitch is shortened, the popping crease (this is the line that applies in the event of a run out) is marked by two cones to the left and right of the pitch. The imaginary line between those two cones must be 1.2 metres in front of the imaginary line through the bowling wicket (bowling is done from the shortened end of the pitch).
4. Batting
 - a. Teams bat in pairs.
 - b. With an odd number of Players, one batter of the last complete pair pairs up with the last batter, and remains at the non-striker's end.
 - c. Bowling is from one end only.
 - d. The batters change ends after every over (even if they have run a single off the last ball) unless that batter has already faced his allotted number of balls.
5. Fielding, bowling and wicketkeeping
 - a. When the ball is delivered, the fielders must keep at least ten metres away from the batter at the striker's end (except the wicketkeeper).
 - b. All Players, except the wicketkeeper, must bowl at least two overs before Players who bowl more, may bowl a third or fourth over.
 - c. Players may not bowl more than four overs in a Match and no more than two overs per spell.



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6. No balls, wides and byes
 - a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
 - b. A no ball or a wide scores two runs for the batting team.
 - c. In derogation from subsections a and b of this paragraph, the wides and no balls bowled in the last over of an innings shall be bowled again and then only score one point for the batting Team.
 - d. After a no ball, the batter does not get a free hit.
 - e. A run off a wide counts as an extra wide.
 - f. Any other runs not from the bat will count as a bye, or leg bye if the ball touched any part of the batter's body, even off a no ball.
 - g. A run off a no ball counts as an extra run for the batter.
 - h. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce in front of the popping crease (this is the line 1.2 metres in front of the wicket) *[this line is often incorrectly called 'crease line']* and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the ball reaches the batter rolling along the ground or the ball bounces multiple times and is at or below ankle height when it reaches the batter, unless the batter hits the ball and runs a run;
 - v. the bowler deliberately makes the ball bounce multiple times.
 - i. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket inside both wide lines.
7. Out
 - a. If a batter is dismissed, the fielding Team gets three bonus points and the batters swap ends, unless the batter was run out. The batter does not have to leave the field if he is dismissed.
 - b. The batter is dismissed if he:
 - i. is bowled, unless the ball was thrown;
 - ii. is caught;
 - iii. is run out;
 - iv. is stumped;
 - v. hits or otherwise breaks his own wicket;
 - vi. deliberately defends the wicket with his legs.
 - c. If a no ball is bowled, the batter can only be dismissed by being run out.
8. Scoring is done in the KNCB scoring app (Cricket Live Score EU).



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Article 6 - U13

The following rules apply to all U13 Matches.

1. Team and non-standard number of Players
 - a. A Team consists of nine Players.
 - b. If at least seven Players from each Team are present, the Match must be played.
 - c. If a Team has fewer than nine Players, the Begeleiders may decide in consultation that Players from the other Team will also be used.
 - d. If a Team has fewer than nine Players, then that Team is entitled, after all its Players are out, to have the Player or Players with the lowest batting score of the innings bat again (this may also be a Player who was retired not out), so as to replace the missing Player or Players and to ensure that both Teams bat with an equal number of batters (of course, this only applies if the maximum number of overs has not yet been reached or in the second innings the Match has already been won). The runs in the second innings of such a batter count towards the total.
 - e. If there are more than nine Players in a Team, no extra overs will be played to allow more than nine Players to bowl and/or bat. A Team never contains more than eleven Players.
 - f. If both Teams have an equal number of extra Players, then the same rules for fielding, bowling and batting apply to those additional Players as for the first nine Players (e.g. they must bowl a minimum of 2 overs - see paragraph 5(a)).
 - g. In the event of an uneven number of extra Players, all extra Players may field. However, the field may have a maximum number of fielders equal to the number of Players of the smallest Team (with a maximum of eleven); any extra Player or Players of a Team must then rotate in and out.
 - h. With an unequal number of extra Players, the number of batters that can bat is equal to the number of Players of the smallest Team. Should the smallest Team have only seven or eight Players, the largest Team shall bat with nine Players.

[EXPLANATION:

For example, if Team-1 has 10 Players but Team-2 has 7 or 8, then 9 Players from Team-1 may bat.]

- i. In the event of an uneven number of extra Players, the Begeleider of the Team that has more Players than the other Team will indicate, prior to the Match, whether the extra Player or Players the Team has over nine, will bat or bowl. Should a Player designated as a batter end up not batting due to previous batters not being retired or dismissed, that Player may still bowl. The Board urges Begeleiders to ensure that such a youngster does get to bat by retiring another Player (who will be not out).
2. Overs
 - a. A Match consists of two innings of twenty-five overs (or fewer in case of rain - see Article 2).
 - b. There is no interval between the innings.
 - c. After both innings are completed, the Players have lunch together.
3. Equipment and field
 - a. A white, hard four-piece cricket ball weighing 4¾ ounces is used,
 - b. and wooden bats.
 - c. For batters and wicketkeepers, a helmet, pads, gloves and, for boys, a groin protector are mandatory.
 - d. Matches are played on a short-cut grass pitch (with desired grass height of one centimetre) or artificial grass with an official cricket pitch. The minimum size from the middle of the pitch to both square boundaries is 40 metres and 35 metres behind each of the two wickets. The boundary is marked with cones, flags or a boundary rope.
 - e. Pitch length: the distance between the plastic or wooden wickets with bails is nineteen metres.
 - f. At the end where the pitch is shortened, the popping crease (this is the line that applies in the event of a run out) is marked by two cones to the left and right of the pitch. The imaginary line between those two cones must be 1.2 metres in front of the imaginary line through the bowling wicket (bowling is done from the shortened end of the pitch).



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4. Batting

- a. If a Player has bowled fewer than two overs then he must bat in the top 5 of the batting order in the second innings. This does not apply to the wicketkeeper.
- b. The batter is dismissed if he:
 - i. is bowled;
 - ii. is caught;
 - iii. is run out;
 - iv. is stumped;
 - v. hits or otherwise breaks his own wicket;
 - vi. deliberately defends the wicket with his legs.
- c. If the batter is dismissed, his batting innings is over and he must leave the field.
- d. If a no ball is bowled, the batter can only be dismissed by being run out.
- e. When a batter reaches fifty runs, he is retired not out and may not bat again.
- f. If a batter is retired not out at a lower number of runs, he may bat again under the following conditions:
 - i. all other batters have had their turn;
 - ii. the total number of overs has not yet been reached or the Match has not yet been won;
 - iii. batters return in the same order they were retired not out;
 - iv. a batter is permanently retired not out if he has scored fifty runs or more in total in his first and second innings.

NB This applies if there are 9 players or more. If there are fewer players, article 1.d applies.
- g. If a batter is retired not out and there are no more batters after him, he may remain in the field to run with the very last batter. This means he is no longer allowed to face the strike, and that the last man is at the striker's end for every ball bowled.

5. Fielding, bowling and wicketkeeping

- a. All Players, except the wicketkeeper, must bowl at least two overs before Players who bowl more, may bowl a third over.

Note: under paragraph 1(f), if there is an equal number of extra Player or Players, the extra Player or Players must also bowl a minimum of two overs. And under paragraph 1(i), if there is an uneven number of extra Players, the extra Player or Players must in any case either bat in the top 5 of the batting order or bowl (at least) two overs.
- b. Players may not bowl more than four overs in a Match and no more than two overs per spell.



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6. No balls, wides and byes
 - a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
 - b. A no ball or a wide scores two runs for the batting team.
 - c. In derogation from subsections a and b of this paragraph, the wides and no balls bowled in the last over of an innings shall be bowled again and then only score one point for the batting Team.
 - d. After a no ball, the batter does not get a free hit.
 - e. A run off a wide counts as an extra wide.
 - f. Any other runs not from the bat will count as a bye, or leg bye if the ball touched any part of the batter's body, even off a no ball.
 - g. A run off a no ball counts as an extra run for the batter.
 - h. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce in front of the popping crease (this is the line 1.2 metres in front of the wicket) *[this line is often incorrectly called 'crease line']* and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the ball rolls or bounces more than once before reaching the batter;
 - v. the bowler makes a throwing motion in his delivery action;
 - vi. the bowler bowls more than one bouncer per over or if, in the opinion of the Umpire, the batter is not sufficiently proficient to face a bouncer.
 - i. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket inside both wide lines.
7. Scoring is done in the KNCB scoring app (Cricket Live Score EU).



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Article 7 - U15

The following rules apply to all U15 Matches.

1. Team and non-standard number of Players
 - a. A Team consists of nine Players.
 - b. If at least eight Players from each Team are present, the Match must be played.
 - c. If a Team has fewer than nine Players, the Begeleiders may decide in consultation that Players from the other Team will also be used.
 - d. If a Team has fewer than nine Players, then that Team is entitled, after all its Players are out, to have the Players with the lowest batting score of the innings bat again (this may also be a Player who was retired not out), so as to replace the missing Player or Players and both Teams bat with an equal number of batters. The runs in the second innings of such a batter count towards the total.
 - e. If there are more than nine Players in a Team, no extra overs will be played to allow more than nine Players to bowl and/or bat. A Team never contains more than eleven Players.
 - f. If both Teams have an equal number of extra Players, then the same rules for fielding, bowling and batting apply to those additional Players as for the first nine Players.
 - g. In the event of an uneven number of extra Players, all extra Players may field. However, the maximum number of fielders is equal to the number of Players of the smallest Team (with a maximum of eleven); any extra Player or Players of a Team must then rotate in and out.
 - h. With an unequal number of extra Players, the number of batters that can bat is equal to the number of Players of the smallest Team. Should the smallest Team have only eight Players, the largest Team shall bat with nine Players.
 - i. In the event of an uneven number of extra Players, the Begeleider of the Team that has more Players than the other Team will indicate, prior to the Match, whether the extra Player or Players the Team has over nine, will bat or bowl. Should a Player designated as a batter (see paragraph 4(a)) end up not batting due to previous batters not being retired or dismissed, that Player may still bowl. The Board urges Begeleiders to ensure that such a youngster does get to bat by retiring another Player (who will be not out).
2. Overs
 - a. A Match consists of two innings of thirty overs (or fewer in case of rain - see Article 2).
 - b. A break of up to 15 minutes is allowed between innings.
 - c. After both innings are completed, the Players have lunch together.
3. Equipment and field
 - a. A white, hard four-piece cricket ball weighing 5 ounces is used,
 - b. and wooden bats.
 - c. For batters and wicketkeepers, a helmet, pads, gloves and, for boys, a groin protector are mandatory.
 - d. Matches are played on a short-cut grass pitch (with desired grass height of one centimetre) or artificial grass with an official cricket pitch. The minimum distance from the middle of the pitch to both square boundaries is 50 metres (by which the field must be at least 100 metres in width) and 40 metres behind each of the two wickets (by which the field must be at least 100 metres in length: 2 times 40 metres plus pitch length). The boundary is marked with cones, flags or a boundary rope.
 - e. Pitch length: the wooden wickets with bails are 20.12 metres apart, the official pitch length.
4. Batting
 - a. If a Player has not bowled or only one over, he must bat in the top 5 of the batting order in the second innings. This does not apply to the wicketkeeper.
In the event of an equal number of extra Players and in the event of an unequal number of extra Players, this also applies to those additional Player or Players, if any.



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- b. The batter can be dismissed in all the ways described in the Laws. As an exception, a batter can only be given lbw if he deliberately prevents the ball from hitting the wicket with his legs.
 - c. If the batter is dismissed, his batting innings is over and he must leave the field.
 - d. If a no ball is bowled, the batter can only be dismissed by being run out.
 - e. When a batter reaches sixty runs, he is retired not out and may not bat again.
 - f. If a batter is retired at a lower number of runs, he may bat again under the following conditions:
 - i. all other batters have had their turn;
 - ii. the total number of overs has not yet been reached or the Match has not yet been won;
 - iii. batters bat again in the same order they were retired;
 - iv. a batter is permanently retired not out if the total runs from his first and second innings is sixty runs or more.
 - g. If a batter is retired not out and there are no more batters after him, he may remain in the field to run with the very last batter. This means he is no longer allowed to face the strike, and that the last man is at the striker's end for every ball bowled.
- 5. Fielding, bowling and wicketkeeping
 - a. All Players except the wicketkeeper bowl one spell before anyone is allowed to start a second spell. This also applies to any extra Players.
There is one exception: see subsection d. below.
 - b. The first spell is a maximum of two overs (so it can be one over).
 - c. Players batting in the top 5 only have to bowl one over.
 - d. In addition to what is stated in subsection c.: one Player batting in the top 5 does not have to bowl.
 - e. Maximum four overs per spell (so this applies to the second spell).
 - f. Players may not bowl more than six overs in a Match.
- 6. No balls, wides and byes
 - a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
 - b. A no ball or a wide scores two runs for the batting team.
 - c. In derogation from subsections a and b of this paragraph, the wides and no balls bowled in the last over of an innings shall be bowled again and then only score one point for the batting Team.
 - d. After a no ball, the batter does not get a free hit.
 - e. A run off a wide counts as an extra wide.
 - f. Any other runs not from the bat will count as a bye, or leg bye if the ball touched any part of the batter's body, even off a no ball.
 - g. A run off a no ball counts as an extra run for the batter.
 - h. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce in front of the popping crease (this is the line 1.2 metres in front of the wicket) *[this line is often incorrectly called 'crease line']* and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the ball rolls or bounces more than once before reaching the batter;
 - v. the bowler makes a throwing motion in his delivery action;
 - vi. the bowler bowls more than one bouncer per over or if, in the opinion of the Umpire, the batter is not sufficiently proficient to face a bouncer.
 - i. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket inside both wide lines.
- 7. Scoring is done in the KNCB scoring app (Cricket Live Score EU).



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Article 8 - U17

The following rules apply to all U17 Matches.

1. Team and non-standard number of Players
 - a. A Team consists of nine Players.
 - b. If at least eight Players from each Team are present, the Match must be played.
 - c. If a Team has fewer than nine Players, the Begeleiders may decide in consultation that Players from the other Team will also be used.
 - d. If a Team has fewer than nine Players, then that Team is entitled, after all its Players are out, to have the Players with the lowest batting score of the innings bat again (this may also be a Player who was retired not out), so as to replace the missing Player or Players and both Teams bat with an equal number of batters. The runs in the second innings of such a batter count towards the total.
 - e. If there are more than nine Players in a Team, no extra overs will be played to allow more than nine Players to bowl and/or bat. A Team never contains more than eleven Players.
 - f. If both Teams have an equal number of extra Players, then the same rules for fielding, bowling and batting apply to those additional Players as for the first nine Players.
 - g. In the event of an uneven number of extra Players, all extra Players may field. However, the maximum number of fielders is equal to the number of Players of the smallest Team (with a maximum of eleven); any extra Player or Players of a Team must then rotate in and out.
 - h. With an unequal number of extra Players, the number of batters that can bat is equal to the number of Players of the smallest Team. Should the smallest Team have only eight Players, the largest Team shall bat with nine Players.
 - i. In the event of an uneven number of extra Players, the Begeleider of the Team that has more Players than the other Team will indicate, prior to the Match, whether the extra Player or Players the Team has over nine, will bat or bowl. Should a Player designated as a batter end up not batting due to previous batters not being retired or dismissed, that Player may still bowl. The Board urges Begeleiders to ensure that such a youngster does get to bat by retiring another Player.
2. Overs
 - a. A Match consists of two innings of thirty overs (or fewer in case of rain - see Article 2).
 - b. A break of up to 15 minutes is allowed between innings.
 - c. After both innings are completed, the Players have lunch together.
3. Equipment and field
 - a. A white, hard four-piece cricket ball weighing 5½ ounces is used,
 - b. and wooden bats.
 - c. For batters and wicketkeepers, a helmet, pads, gloves and, for boys, a groin protector are mandatory.
 - d. Matches are played on a short-cut grass pitch (with desired grass height of one centimetre) or artificial grass with an official cricket pitch. The minimum distance from the middle of the pitch to both square boundaries is 50 metres (by which the field must be at least 100 metres in width) and 40 metres behind each of the two wickets (by which the field must be at least 100 metres in length: 2 times 40 metres plus pitch length).
The boundary is marked with cones, flags or a boundary rope.
 - e. Pitch length: the wooden wickets with bails are 20.12 metres apart, the official pitch length.



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4. Batting

- a. If a Player has not bowled or only one over, he must bat in the top 5 of the batting order in the second innings. This does not apply to the wicketkeeper.
In the event of an equal number of extra Players and in the event of an unequal number of extra Players, this also applies to those additional Player or Players, if any.
- b. The batter can be dismissed in all the ways described in the Laws.
- c. If the batter is dismissed, his batting innings is over and he must leave the field.
- d. If a no ball is bowled, the batter can only be dismissed by being run out.
- e. When a batter reaches one hundred runs, he is retired not out and may not bat again.
- f. If a batter is retired at a lower number of runs, he may bat again under the following conditions:
 - i. all other batters have had their turn;
 - ii. the total number of overs has not yet been reached or the Match has not yet been won;
 - iii. batters bat again in the same order they were retired;
 - iv. a batter is permanently retired not out if the total runs from his first and second innings is one hundred runs or more.
- g. If a batter is retired not out and there are no more batters after him, he may remain in the field to run with the very last batter. This means he is no longer allowed to face the strike, and that the last man is at the striker's end for every ball bowled.

5. Fielding, bowling and wicketkeeping

- a. All Players except the wicketkeeper bowl one spell before anyone is allowed to start a second spell. This also applies to any extra Players.
There is one exception: see d. below.
- b. A maximum of two Players can bowl a maximum of three overs in their first spell in Pool B and four overs in Pool A. The other Players bowl a maximum of two overs in the first spell (so that may be one over).
- c. Players batting in the top 5 only have to bowl one over.
- d. In addition to what is stated in c: one Player batting in the top 5 does not have to bowl.
- e. Maximum five overs per spell (so this applies to the second spell).
- f. Players may not bowl more than six overs in a Match.



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6. No balls, wides and byes
 - a. No balls and wides are not bowled again unless a bowler deliberately makes the ball bounce multiple times or rolls it.
 - b. A no ball or a wide scores two runs for the batting team.
 - c. In derogation from subsections a and b of this paragraph, the wides and no balls bowled in the last over of an innings shall be bowled again and then only score one point for the batting Team.
 - d. After a no ball, the batter does not get a free hit.
 - e. A run off a wide counts as an extra wide.
 - f. Any other runs not from the bat will count as a bye, or leg bye if the ball touched any part of the batter's body, even off a no ball.
 - g. A run off a no ball counts as an extra run for the batter.
 - h. A delivery is a no ball if:
 - i. the ball bounces over the batter's head in his normal stance;
 - ii. the ball did not bounce in front of the popping crease (this is the line 1.2 metres in front of the wicket) *[this line is often incorrectly called 'crease line']* and passes above the batter's waist;
 - iii. the bowler oversteps the popping crease while bowling;
 - iv. the ball rolls or bounces more than once before reaching the batter;
 - v. the bowler makes a throwing motion in his delivery action;
 - vi. the bowler bowls more than one bouncer per over or if, in the opinion of the Umpire, the batter is not sufficiently proficient to face a bouncer.
 - i. A delivery is a wide if the batter cannot reasonably hit the ball from his normal stance. The ball must pass the wicket inside both wide lines.
7. Scoring is done in the KNCB scoring app (Cricket Live Score EU).



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APPENDIX A - TEAM SHEET

Team Sheet

Date	
Competition and Division	
Home team	
Away team	

	Capt/ Wkt	Initials & Surname	KNCB Player ID (= KNCB bondsnummer)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
Scorer			

- This Team sheet is to be handed over to the umpires (one each) or your opposing Begeleider at the toss.
- This Team sheet is also to be handed over to the scorer of the opposing Team at the toss.
- KNCB Player ID: this number can be found for each player in ResultsVault.
- Please mark who is captain
- Please mark who is wicketkeeper.
- Please list the name of the scorer too.

In my role as Begeleider of (club and team #), I declare that all nominated players are eligible to play for my Team.

.....(signature) , (name)