



General Rules Youth Competition 2018

The general rules published by the KNCB are in force for all youth competitions. There are also additional rules specifically for youth games. The additional rules are there to ensure as many games possible are played involving as many players as possible and to ensure these games are played in good harmony. Above all, they are aimed at advancing cricket and to draw in our youngest players. Little-by-little, as these players grow up and move through the age groups, they are then introduced to the official match rules.*

Age groups 2017

Under 17: born after 1 September 2000

Under 15: born after 1 September 2002

Under 13: born after 1 September 2004

Under 11: born after 1 September 2006

Under 9: born after 1 September 2008

Code of conduct:

The KNCB's code of conduct for youth cricket is applicable at all times for youth games and youth events. Also refer to www.kncb.nl - youth and youth competition.

Wides

Shortened pitches for U/9 to U/13: if a batsman*, from a normal stance, cannot at all reach the ball, the ball will be called a wide.

**Please read whenever "he" is indicated as he or she or batswoman*



Smash U9

- Each team consists of players.
- More players are allowed, but 6 is the minimum amount.
- Amount of overs: 12. No additional overs may be added to give more players the chance to bowl or bat. (Please refer to paragraphs about bowling and batting).
- One match is a maximum of 90 minutes at a time.

Batting

- Batting takes place in pairs (2 batsmen at a time). Each pair of batters face 4 overs with each batsman facing 12 balls in other words 2 overs.
- If a team has 8 players, each batting pair faces 3 overs in which each batsman face 9 balls. Between 6 to 8 players, and to ensure the smooth running of a game, coaches may decide -- ahead of the game -- to rotate players but ensuring that each batsmen faces 12 balls (6-player game) or 9 balls (8-player game).
- After each over, batters change sides. Also when a batter is out, sides are changed. In other words, even if a batter goes out he remains at the crease, but the batters swop.
- The opposing team gets a 5 run bonus for each batter that goes out.
- Batters are out through: being bowled; caught; run out; stumped and hit wicket.
- Extra rule for being stumped: the batter gets a first warning from the umpire if stumped and is not out (also, no 5 bonus runs to the opposition).
- The batter is out LBW only if he deliberately uses his legs to defend his wicket.
- Exception: If a batter is run out, batters don't change sides (unless it's the final ball of the over.)
- New batters take the crease directly after the 4th and 8th over.
- If 8 players: directly after the 3rd, 6th, and 9th over new batters take the crease.

Bowling

- All 6 players must bowl 2 overs and keep. Players rotate after 2 overs including the wicket keeper. If there are 8 players, each member has to bowls a minimum of one over and players may bowl and keep a maximum of two overs.
- Bowling takes place from one side only.
- Bowlers have a short run-up (max 6-8 metres) to speed up the tempo of the game.
- An over consists of 6 bowls.
- No balls and wides are not bowled over. If the ball bounces more than one or rolls and is playable, it will not be called a no ball or a wide (unless it deliberately happens to disadvantage the batter. This is unsporting and the umpire may decide to have an extra ball bowled).
- Fielders must be at least 10 meters from the batsman on the off-side at the moment the ball is bowled or hit off the batting pawn. The wicket keeper must stay behind the wickets until the shot is played.



No balls, Wides & Byes:

- No balls: Ball is higher than the batter's head; ball is full and higher than waist; bowler steps over the line during bowling.
- Wides: Ball passes down the leg side or is out of reach of the batsman on the off side.
- A wide or no ball counts for one run and a free hit for the batting side.
- If a batter scores runs on the wide or no ball, the extra runs will be added to the extra run of the wide or no ball, but the free hit is cancelled.

Free Hit rule:

- If the umpire gives a wide or a no ball, the batting team gets a run.
- After the umpire gives a wide or no ball, the batter gets a free hit off the batting cone. The bowled ball stays in play.
- If the batter scores runs off a wide or a no ball, the runs are added to the extra run, but the free hit is cancelled.
- Also if the runs are scored off a bye of a wide or a no ball, the free hit is cancelled.
- A batter can only get run out during a free hit. The run out only counts when the opposing team puts one of the balls on the batting cone (it doesn't matter which ball.)
- The batter must play the free hit with a straight bat. The batsman may not run if the ball goes behind his wicket.
- If the batter hits the ball on the cone and misses, the hit counts. Therefore there will be no runs off the free hit.
- Also with a free hit, fielders must take a distance of at least 10 metres from the batter at the moment the shot is played. The wicket keeper must remain behind the ball until the shot is played.

Materials and field:

- Plastic wickets and plastic or wooden bats.
- Soft balls (white junior plastic balls)
- Batting cones with balls on the batting side: cones stand just before or on the crease line.
- Cones or flags to indicate the boundary.
- Pitch length: 15 metres.
- Artificial lawn or short grass.
- Minimal field dimensions: from the middle of the pitch to the side boundary, 25 metres.
- From the stumps to the front and back side, 20 metres.
- Recommended: portable scoring boards to give scores during the game.

Match outcomes:

2 points for a win. Draw: 1 point and a lost match, 0. In case of a drawn game, the team that's lost the most wickets loses.



U11

- A team consists of 8 players. If 6 players are present, the game must be played.
- Number of overs: 16. The overs are played consecutively, therefore 2 x 16 overs. Lunch is after both innings are played.
- If there are more players then they may rotate: fielding, bowling and batting. However, there may only be a maximum of 8 players on the fielding side at one time. Batting takes place with an equal number of batsmen from both teams. Therefore, if one team has 8 players, the other team will also only bat 8 players. No extra overs will be allowed to give more than eight batters or bowlers a chance.
- Except for the wicketkeeper, bowlers must bowl at least 2 overs with a maximum of 3, with a maximum of 2 overs per game.
- Fielding team is awarded 3 bonus runs each time a batter goes out.
- Batting takes place in pairs. Each pair gets 4 overs in which each batsman faces 12 balls.
- After each over, batters change sides. (Batter stays in, even if he has lost his wicket.)
- Batter is out: bowled, caught, run out, hit wicket, stumped and LBW (only when plumb and no doubts)
- Batters retire at 30 runs (marked as "Not Out")***
- Wides and no balls count for two and are not bowled over (wide: see definition on previous page; from one metre to the left and right-hand side). Apart from the last over of each innings; In the final over of each innings, all wides and no-balls are bowled over and are counted as one extra run only for the opposing team.
- A run taken after a no-ball is marked down as a run.
- There are no free hits after a no-ball.
- If the batter hits a rolling ball ("roller") and runs, then the ball will not be deemed a no ball. A batter can only be dismissed as run out off a roller.
- Byes: If the ball passed through past the wicketkeeper without the batter having touched the ball, the ball is deemed as a bye.
- Fielders must stand at least 10 metres away from the batter.

Materials and field:

- Helmet, leg pads and gloves are compulsory for batters and wicket keepers.
- Hard cricket ball is used, weighing 4¾ ounces. In the beginners' pool a soft ball is used: white junior cricket ball with seam. In this case protective clothing is not necessary (but may be used to get players used to protective gear later.)
- Pitch length: 17 metres
- Minimum field size: from the centre of the pitch to the side boundary: 35 metres. From the stumps to the front and back boundaries: 30 metres.
- Points: 2 for a win, 1 for a draw and 0 for a loss.



U13

- Team consists of 9 players. If 8 players are present, the game will commence.
- Number of overs: 25. The overs are played consecutively, therefore 2 X 25 overs. Lunch is at the end of both overs.
- If there are more than 9 players per team, the team has to rotate: However, 9 players only from the fielding team may be on the field at any moment. Extra players may also bowl or bat, but not both. Coaches must agree ahead of the match which extra players will bat and who will bowl.
- If one team has 9 players and the opposing team has more, then only 9 players will bat. No extra overs will be bowled to give extra players a chance to bat or bowl.
- Every player except the wicketkeeper must bowl a minimum of 2 overs and a maximum of 4 overs, with a maximum of 2 overs per spell.
- Out=out: batter goes out when out.
- Batter retires at 50 runs (marked as "not out"). When a batter is retired at a lower number of runs, he will be allowed to return on the following conditions: 1. once all other batters had a chance; 2. The total number of overs has not been reached yet; 3. The not out batsman can bat with another not out batsman who has not reached his 50 yet; 4. the runs of his first innings are added to those of the second. However, when the batter reaches 50 in the second innings, the batter is permanently retired; 5. retired batters may take the crease only if they have not reached 50 runs and will do so in the original batting order.
- Batter is out: bowled; caught; run-out; stumped; hit wicket and LBW.
- Wides and no-balls results in two extra runs to the opposing team.
- Wides and no-balls are not bowled over, except for the last over of each innings when all wides and no-balls will be bowled over and result in one run only to the opposing team.
- A run taken after a no-ball is marked as a run to the batting team.
- A free hit after a no-ball is not applicable.
- Byes: If the ball is not stopped by the wicket keeper and the batter has not touched the ball, the run is marked as a bye.
- Fielders must stand at least 10 metres from the batter.

Materials and field:

- Helmet, leg pads and gloves are compulsory for batters and wicket keepers.
- Hard ball is used with weight 4 $\frac{3}{4}$ ounce.
- Pitch length is 19 metres.
- Minimum field size: from the centre of the pitch to the side boundary: 40 metres. From the stumps to the front and back boundary: 35 metres.
- Points: 2 for a win, 1 for a draw and 0 for a loss.



U15

- Team consists of 9 players. If 8 players are present, the game will commence.
- Number of overs: 30. The overs are played consecutively, therefore 2 X 30 overs. Between innings there is a short break of maximum 15 minutes for a drinks break. Lunch is at the end of both overs.
- If there are more than 9 players per team, the team has to rotate: However, 9 players only from the fielding team may be on the field at any moment. Extra players may also bowl or bat, but not both. Coaches must agree ahead of the match which extra players will bat and who will bowl.
- If both teams have 10 or 11 players, coaches may decide ahead of the match to play with all available players. Batting and bowling takes places with both teams with an equal number of players. If one team has 9 players, the other team will bat with 9 players.
- No extra overs will be bowled to give extra players a chance to bat or bowl.
- Except for the wicket keeper, bowlers have to bowl a minimum of 1 over and a maximum of 6 overs, with a maximum of 4 overs per spell.
- All fielders have to bowl a minimum of 1 over, except for the wicket keeper and 1 other nominated player. This is applicable to both teams.
- If a player has not bowled, or bowled a minimum of 1 over only, that player must bat from 1 - 5 in the batting order.
- If a player batted late down the order 6 - 9 in the first innings, the player must bowl at least 1 over in the second innings.
- One player who batted 1-5 in the first innings therefore does not have to bowl in the second innings.
- Out=out: batter goes out when out.
- Batter retires at 60 runs (marked as "not out").
- Batter is out according to all rules of the MCC Laws of Cricket.
- Wides and no-balls results in 2 extra runs to the opposing team.
- Wides and no-balls are not bowled over, except for the last over of each innings when all wides and no-balls will be bowled over and result in 1 run only to the opposing team.
- A run taken after a no-ball is marked as a run to the batting team.
- A free hit after a no-ball is not applicable.
- Byes: If the ball is not stopped by the wicket keeper and the batter has not touched the ball, the run is marked as a bye.
- Fielders must stand at least 10 metres from the batter.

Materials and field:

- Helmet, leg pads, gloves and pelvic guard ("box or tok") are compulsory for batters and wicket keepers.
- Hard ball is used with weight 5 ounce.
- Pitch length is 20 metres.
- Minimum field size: from the centre of the pitch to the side boundary: 50 metres. From the stumps to the front and back boundary: 45 metres.
- Points: 2 for a win, 1 for a draw and 0 for a loss.



U17

- Team consists of 9 players*. If 8 players are present, the game will commence.
- Number of overs: 30. The overs are played consecutively, therefore 2 X 30 overs. Between innings there is a short break of maximum 15 minutes for a drinks break. Lunch is at the end of both overs.
- Except for the wicket keeper, bowlers have to bowl a minimum of 1 over and a maximum of 6 overs, with a maximum of 4 overs per spell.
- All fielders have to bowl a minimum of 1 over, except for the wicket keeper and 1 other nominated player. This is applicable to both teams.
- If a player has not bowled, or bowled a minimum of 1 over only, that player must bat from 1 - 5 in the batting order.
- If a player batted late down the order 6 - 9 in the first innings, the player must bowl at least 1 over in the second innings*.
- One player who batted 1-5 in the first innings therefore does not have to bowl in the second innings.*
- Out=out: batter goes out when out.
- Batter retires at 100 runs (marked as "not out") and does not return.
- Batter is out according to all rules of the MCC Laws of Cricket.
- Wides and no-balls results in 2 extra runs to the opposing team.
- Wides and no-balls are not bowled over, except for the last over of each innings when all wides and no-balls will be bowled over and result in 1run only to the opposing team.
- A run taken after a no-ball is marked as a run to the batting team.
- A free hit after a no-ball is applicable.
- Byes: If the ball is not stopped by the wicket keeper and the batter has not touched the ball, the run is marked as a bye.
- Fielders must stand at least 10 metres from the batter.

Materials and field:

- Helmet, leg pads, gloves and pelvic guard ("box or tok") are compulsory for batters and wicket keepers.
- Hard ball is used with weight 5 1/2 ounce.
- Pitch length is 20 metres.
- Minimum field size: from the centre of the pitch to the side boundary: 50 metres. From the stumps to the front and back boundary: 45 metres.
- Points: 2 for a win, 1 for a draw and 0 for a loss.

*If one team has 10 or 11 players and the other team 9, then 9 is the number of players per team. If more players are available, then the extra players may rotate. However, there may only be 9 players at one time on the field when fielding. Extra players may only bat or bowl but not both. Coaches must agree ahead of the match which extra players will bat and who will bowl. Batting takes place with 9 batters per team. Even if there are more than 9 players, the game will be played by 9 players only.

HOWEVER: If both teams have 10 or 11 players, coaches may decide ahead of the match to play with all available players. Batting and bowling takes places with both teams with an equal number of players. No extra overs will be played to give all players a chance to bowl or bat. All fielders must bowl at least one over, except for the wicket keeper and one nominated player. This is applicable to both teams. If a player has not bowled, or bowled a minimum of 1 over only, that player must bat from 1 - 7 in the batting order. If a player batted late down the order 8 - 11 in the first innings, the player must bowl at least 1 over in the second innings. 1 player who batted 1-7 in the first innings therefore does not have to bowl in the second innings



Playing days and starting times

The KNCB Youth Competition takes place between May 13 (the last Sunday of the May holidays) and July 14 (start of the summer holidays) and recommences at the end of the summer holidays until mid-September.

The U/9 to U11 regional knock-outs, with a sufficient number of registered teams in Zuid Holland are played on a Wednesday afternoon. Games commence at between 14:00 and 14:30, depending on the school or traffic situation.

All other games U9-11-13-15-17 are played from May 13 to June 17 on a Sunday morning and from 23 June to 14 July on a Saturday morning.

Games start promptly at 09:00 am.

Game times may vary in consultation between coaches with the understanding that a youth game in the competition roster between May 13 to June 17 takes priority over senior games that have been moved from Saturday to Sunday.

As there are many senior men-and-women games that are also needed to be played, it is the coaches' responsibility to ensure that all games start on time and concludes within a reasonable time.

Lunch is to be served at the end of all youth games. Lunch is the responsibility of the home team. A short drinks break of 15 minutes only will be allowed during the game.

Rained-out games or games affected by rain

Rained-out games may be caught up and can be played on any day including the above-given match day. In other words, games can be made-up during a week day. Rained-out games may be played in a 20/20 format. Teams (coaches) agree on a new date and must notify the KNCB's Youth Organiser Marike Dickmann via email: marike.dickmann@kncb.nl.

If rained-out games cannot be made up, then the game result will be logged as a draw: 1-1. Umpires will suspend a game during rain once the umpires have deemed it not safe enough to reasonably continue with the match. Rain during the first innings: for every 6 minutes lost during the first innings, 1 over of playing time is subtracted. Rain during the second innings: for every 3 minutes lost, during the second innings, 1 over of play is subtracted. If rain shortens the amount of overs, the resulting run-rate will determine the outcome of the game.

In other words: The number of runs scored divided by the number of overs bowled.

The game is "rained-out" if at least 1 of the teams bat fewer than 20 overs in U/15 and U/17 and less than 10 overs in U/11 and U/13.

Games are "rained-out" if more than 1.5 hours are lost during the first innings on a Saturday or Sunday morning.



Cancelled games

Games may be rescheduled if a team has insufficient players due to the start of the summer holidays. In all other cases, the team that cancels the match, and cannot reschedule, will forfeit the match. All teams who reschedule matches must inform the KNCB in writing of the new date through an email to KNCB Youth Coordinator Marike Dickmann at email marike.dickmann@kncb.nl.

Registering for the competition means competing within the roster set by the KNCB. Teams that are unable to compete according to the KNCB schedule may play in the competition, but will not be able to compete in the points table.

Entitled players

Each team that competes within the KNCB's Youth Competition must send a team-list to the KNCB's competition leader widely in advance of the KNCB's Youth Competition. Lists must be sent to Marike Dickmann at marike.dickmann@kncb.nl. Lists must contain the names, surnames, dates of birth and dispensation of the player and are registered with the KNCB.

Players are allowed to participate in older teams than those for which they are registered, but they may not play for younger teams than those for which they are registered.

If a coach/leader/team allows any player that are registered for a certain age group to play for a younger age group, for whatever reason, irrespective of the player's age, that team will lose the match, irrespective of the game's result. The game will not be played over.

To compete in the finals of the Competition, players must have played at least 50 % of the games as set down by the KNCB's game roster.

Dispensation is given to players that are up to 6 months over the set age limit.

Players who have been selected for the Dutch Lions programme are excluded from this special dispensation. However: A Dutch Lions player of player older than 6 months may in special circumstances be considered for the special dispensation if this player cannot be registered to play with another team in the same region.

Girls cricket: The criteria for girl players is more flexible in order to promote the game and prevent girl players from leaving the game.

Players that are not registered with the KNCB's Youth Coordinator will not be allowed to compete in the Competition. If a team fields an unknown player, that team runs the risk of forfeiting the match and losing, irrespective of the game's outcome and without the possibility to replay the game. These rules can also be enforced retroactively.



Game results

Results are valid only when a competition form has completely been filled out (U/11 and U/17) or a scoring sheet has been filled out (U/9) and sent to the KNCB's competition leader.

A completed competition form will have the following:

- Date of the game (if rescheduled, the date PLUS the original game date)
- Competition pool (age group)
- Names of both clubs
- Names and surnames of all players
- Individual scores and final result

Any forms without the above information will not be considered.

Forms must be handed to the KNCB competition leader within 2 days of the match being played (or earlier, should the roster requires according to the Competition leader). If forms are not submitted within time, teams will not be considered for (cross-finals).

Home teams are responsible for sending match information to the KNCB, but both teams are responsible for the timely submission of match details.

If match details are not submitted timely, both teams are held responsible for submitting match details. Should no match details be submitted after repeated requests with a final deadline, the match will be forfeited by both teams and the result marked as 0-0. After a final deadline, no further details of the particular match will be considered.

Final results

The final results in all age groups will be determined by the highest points scored by teams during the competition. Those at the top of the log will be deemed champions or candidates to play in a final. If 2 teams are drawn, then the final result is determined through the following criteria:

- Result against each other
- Run rate
- If still drawn, the result is then determined by the team that made the most runs during the competition.
- If the number of runs made still ties teams, then the team that has taken the most wickets will win.
- Should conditions (time, available fields) allow, regional competitions in U/17, U/15 and U/13 is followed by a final between the number 1 and 2 teams of each regional competition to compete for the national championship.