

**JUNIOR RULES - SECTION FIVE**  
**RULES OF PLAY FOR THE UNDER 19's COMPETITION**

In general Last Man Stands is played under the same rules as ICC T20, however there are extra rules that are unique to the DCCL U19s

1. All games are 15 overs per side
2. All games are 8 players per side
3. Bowlers are limited to a maximum of 3 overs per bowler
4. Last Wicket Stand, all 8 wickets are needed to bowl a team out. When the seventh wicket falls, the Last Man Stands (on his own). The Last Man can only score 2, 4 or 6 of any ball. The ball is only dead when the batsman is behind the batting crease at the strikers end of the pitch. When the Last Man Stands, he/she can only be run out at the batting crease (keepers end). If a batsman is run out under this rule he/she will not get any runs for completing the first run(in other words it's two if he completes the two and zero if he/she does not).
5. Home Run - If a player clears the ropes (i.e. hits a six) of the last available ball of the innings it is worth 12 runs. This rule applies to both the first and second innings. If a bowler bowls a no ball off the 6th ball of the last over and is hit for 6 its a Home Run i.e. 12 runs + 1 run. If he then hits a six of the 6th ball of the last over it is also a home run i.e. 12 runs. However if a bowler bowls a No Ball or wide before the 6th ball is bowled (balls 1-4) a Home Run can only be hit of his LAST ball of the over . E.G. if a bowler bowls 2 wides and 2 no balls, the batsmen can only hit a Home Run on the 10th ball of the over as that is the LAST ball of the innings. If the side batting seconds needs 4 to win, in the 15th over and the batsmen hits a six, again it is not a Home Run.
6. Batsmen Retire at 50 - Once a batsman has 50 runs to his/her name, they must retire. They can return to bat should all other wickets fall OR if only retired batsmen are to come in after the current batsmen reaches there 50 runs (then the current batsmen will proceed to retire and then previously retired batsmen waiting will resume there innings). When returning to the crease he must take up the crease position of the leaving batsmen. If there are multiple retired batsmen, then they must return to the crease in the order they retired. The Last Wicket Stand play rule only comes into play once 7 wickets have been taken.
  - 6a. Batsmen may not retire before 50. Players are not allowed to retire before they reach 50 runs unless otherwise agreed by the opposition captain. If it is obvious a player has a serious injury then the opposing captain and umpire may consult and permit the player to retire (and hopefully common sense from both parties will prevail).
  - 6b. Batsmen deliberately hits wicket. - If a player hits his wicket or stands on his wicket, the fielding captain has the right to challenge the fall of the wicket if he/ she deems the incident was a deliberate action by the batsmen to get out. In the event of the challenge, the umpire has the discretion to reverse the decision. The ball counts as a legal delivery and the player concerned must continue batting. (This rule is in place to ensure that players do not purposely hit the wicket to get a retired batsmen back at the crease).
7. Six balls per over - Overs 1-15 are 6 balls per over for overs unless 2xpenalty balls have been bowled. In this instance there will be a maximum of 8 balls per over.
8. Penalty Balls - The first penalty ball results in one extra run for the batsmen and one extra ball for the bowler. The second penalty ball in any over results in three extra runs for the batsmen. No balls will be a FREE hit for the batsmen and one extra run to the batsmen.
9. A bowlers run - The umpire may limit the run up to 10 metres or less if he feels the light is not suitable. No walking in is permitted i.e. walking and running must start from on or before the mark. The umpire at square leg may gently point this out to the LMS official once the ball is dead.
10. Square Leg Umpire - In the majority of LMS games, the square leg umpire is the responsibility of the next batsmen into bat. Only one person may stand at Square Leg Umpire at any one time. The square leg umpire only decides run outs and stumpings.