

**JUNIOR RULES - SECTION FOUR**  
**RULES OF PLAY FOR THE UNDER 11's COMPETITION**

1. In Under 11's games, the pitch shall be 17 yards in length.
2. The ball shall weigh 4.75 ounces and only League approved cricket balls shall be used.
3. Each Under 11 team shall comprise of 8 players. If a team has 7 players, the opposition shall choose 1 player from the first 3 pairs to make up the fourth pair with points awarded in the normal manner.  
  
If a team has 6 players, the match will be played with the fourth pair made up in similar fashion but the points will be forfeited to the opposition. Normal Group Match Ratio applies.
4. Each game shall consist of one innings per side, each innings shall be of 16 overs duration. Play shall commence at 10:00 am for Sunday games.
5. If any Under 11 match does not start or cannot be completed because of weather conditions, a new date shall be mutually agreed and the match replayed within 7 days.  
  
If this does not happen, the match shall be treated as an abandoned game. If for any reason, the original Sunday match does not start by 10:35 am, the match becomes a 24 over match (maximum 12 per side) and no match shall start after 10:50 am.
6. An Under 11 batting side shall be divided into pairs, each pair batting for 4 overs.  
  
Pairs shall change at the end of the 4th, 8th and 12th over.  
  
For a reduced overs Under 11 match, each pair will change at the end of the 3rd, 6th and 9th over.
7. Each team shall commence its innings with a score of 150 runs.
8. Batsmen shall have unlimited "lives" but each life lost shall result in 5 runs being deducted from the total.  
  
Batsmen shall change ends at the fall of a wicket with the exception of the last ball of an over.
9. Each player of the fielding side must bowl (including the wicketkeeper if this position is rotated).  
  
No player shall bowl more than 3 overs in a full match or 2 overs in a reduced overs match. Umpires should use common sense when adjudging wide balls and no over should exceed 8 deliveries, legal or otherwise.
10. In all matches, no fielder, except the wicketkeeper, shall be allowed to field nearer than 11 yards measured from the middle stump, except behind the wicket on the "off" side.
11. The winning team shall be the team scoring the greater number of runs after the deductions for the fall of each wicket.  
  
In the event of the scores being equal, all players from each team shall throw the ball once at the wicket from the bowlers end and the team scoring the most "hits" shall be the winner.
12. The points shall be as follows:
  - 3 points for a win
  - 2 points for a tie
  - 1 point for an abandoned game

13. League Finals Day.

- (a) Finals Day will be held at a venue to be decided on the basis of bids received before the season opens. The finalists will be the two divisional winners plus the two best runners up. There will then be two semi finals based upon the 32 over per match format and thereafter a League Final again in the same 32 over per match format. The conditions of play for the semi finals and the Final will be the same as for the weekly League matches.

The semi final order of play will be decided through a random draw undertaken prior to the day and supervised by the League Management Committee. Competing teams will be advised of their opponents and match time before Finals Day.

The day will commence at 10:00 am and each semi final will be played as outlined with a 10 minute break between innings. The Final will have a tea interval of 25 minutes between innings or at a time decided by the Umpires should there be an interruption in play. If tea is not taken between innings, the interval shall not exceed 10 minutes.

- (b) Under normal circumstances, the 1st semi final would commence at 10:00 am and the 2nd semi final shortly after the end of the 1st semi final. If, however, a semi final cannot commence as scheduled due to the prevailing conditions, the following shall apply: For every complete 9 minutes lost, 2 overs will be deducted from the total number of overs to be bowled. If a semi final can start before 45 minutes have elapsed, then the match will proceed with reduced overs as above.

If no play is possible before 45 minutes have elapsed or a game having started cannot continue to a conclusion, then the match is deemed as abandoned and the result shall be decided by a bowl out – See Page 53 –Section Four Para 4(L) In the event of a tied match in a semi final, the result shall be decided by a bowl out.

If the start of the Final is also delayed, the same overs reduction and time limitation will apply. If the match is subsequently abandoned it shall be replayed on a mutually agreed date by both teams. If the match ends in a tie, then the League title will be shared between the competing finalists.