LYG Indoor Cricket 2023

Entry Information & Rules



Event Overview

Dates:

Boys Qualifier 1: Saturday 25th February 2023. Boys Qualifier 2: Sunday 26th February 2023. Girls Qualifier 1: Saturday 4th March 2023. Girls Qualifier 2: Sunday 5th March 2023. Finals: Saturday 25th March 2023.

Qualifiers Venue: Harrow Leisure Centre, Christchurch Avenue, Harrow, HA3 5BD. **Finals Venue:** Lord's Cricket Ground, St John's Wood Rd, NW8 8QN.

Contact: <u>info@londonyouthgames.org</u>

Entry Information

Team Entry Deadline: Wednesday 25th January 2023.

Squad Entry Deadline: Wednesday 8th February 2023.

Squad Nomination Size: Minimum – 6 & Maximum – 12 per gender.

Squad on the Day: Minimum – 6 & Maximum – 9 per gender.

Competitions: Boys & Girls (Compete separately).

Eligibility Criteria: Any boy(s) named in the following representative squads for their respective county in the current academic year is ineligible to compete;

- Kent Cricket CAG U12, U13, U14 & U15 Squads
- Surrey County Cricket U12 through U15 Academy Squads
- Essex Cricket U12 & U13 County Programmes and U14 & U15 County Squads
- Middlesex County Cricket U10 through U15 County Age Group and Squad players
- Hertfordshire Cricket U12 Charley Cricket, U13 through U16 County Age Group & U13 through U15 County Development Programmes
- Berkshire County Cricket U13 through U16 County Age Group & U10 through U12 County Development Programmes

Age Categories

Age Category	Oldest DOB	Youngest DOB*
U13	01/09/2009	

*Boroughs/Team managers should ensure any participant possesses the required skill level to compete in the U13 age group. LYG will not accept responsibility for any participant of a younger age group being injured if playing up.

Alternates: Two alternates are permitted per gender, qualifiers and finals inclusive.

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Full Rules & Regulations

CKT 1 The London Youth Games Cricket competition will run in line with <u>Street Cricket rules</u>.

CKT 1.1 Should any rules listed below contradict those outlined by Street Cricket, these rules will supersede those.

CKT 1.2 It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

CKT 1.3 The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

CKT 2 Age Category

CKT 2.1 The following age groups and respective maximum date of births will apply to the London Youth Games Cricket Competition:

Age Category	Oldest DOB	Youngest DOB*
U13	01/09/2009	

*Boroughs/Team managers should ensure any participant possesses the required skill level to compete in the U13 age group. LYG will not accept responsibility for any participant of a younger age group being injured if playing up.

CKT 2.2 Any boy(s) named in the following representative squads for their respective county in the current academic year is ineligible to compete;

- o Kent Cricket CAG U12, U13, U14 & U15 Squads
- Surrey County Cricket U12 through U15 Academy Squads
- Essex Cricket U10 & U13 County Programmes and U14 & U15 County Squads
- o Middlesex County Cricket U12 through U15 County Age Group and Squad players
- Hertfordshire Cricket U12 Charley Cricket, U13 through U16 County Age Group & U13 through U15 County Development Programmes
- Berkshire County Cricket U13 through U16 County Age Group & U10 through U12 County Development Programmes

CKT 2.3 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

CKT 2.4 It is the responsibility of competitors/parents/team managers/local authority staff to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete for their borough under the London Youth Games Games Rules, and in accordance with the age groups and the additional criteria outlined for the competition.

CKT 2.4.1 In the instance a competitor is found to be ineligible, the entire team will be disqualified from the competition entirely, and the borough will receive a points penalty as per the Games Rules.

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CKT 3 Squad Size and Scorer Boroughs are permitted to enter a minimum of 6 competitors and a maximum of 9 competitors.

CKT 3.1 Boroughs are permitted to bring all 9 competitors entered to the event on the day however only 6 will be able to play per match.

CKT 3.1.1 Teams are permitted to rotate players in between round robin and/or finals matches, but not during the match or between innings.

CKT 3.2 Boroughs must provide a scorer for the competition. Scorers must collect their scoresheets for each match from the registration table. Scorers should stand together during the match.

CKT 4 Kit & Equipment An orange junior windball will be provided and used for the competition. Pads and gloves are not required, use of them is optional.

CKT 5 Competition Format Qualifiers and finals. Qualifier groups will be seeded based on 2022 results. The competition will take place over two qualifier days per gender with an AM and PM session per day. Top 8 teams will progress to the finals.

CKT 5.1 The competition is 6-a-side teams with a maximum of 30 balls per innings.

CKT 5.2 All six players on the fielding team must bowl an over each (including any nominated wicketkeeper).

CKT 5.3 An over consists of 5 balls.

CKT 5.4 All bowling is from one end – at the end of each over batter's must switch ends.

CKT 5.5 The pitch length is 19 yards.

CKT 6 Scoring Runs

CKT 6.1 Batters score 1 run for hitting the side walls/netting between courts, the wall behind the wicketkeeper or the ceiling.

CKT 6.2 Batters score 4 runs for hitting the wall behind the bowler if the ball touches the ground before hitting the wall and does not hit the side wall/netting between courts or ceiling first.

CKT 6.3 Batters score 6 runs for hitting the wall behind the bowler if the ball does not touch the floor, side walls/netting between courts or ceiling first. When a 6 is scored the ball is dead – batters cannot be caught out and cannot accumulate additional runs via running between the wickets.

CKT 6.4 Two runs are scored each time the batters physically run between the wickets. Batters can run byes, leg-byes, overthrows and when 1 or 4 runs are scored from hitting the wall/netting between courts.

CKT 6.5 No runs are scored from the ball hitting a wall/netting between courts from a bye, leg-bye or overthrow.

CKT 6.6 Batter(s) must retire after scoring 20 runs.

CKT 7 Extras from bowling

CKT 7.1 If the ball is wider than the wicket width outside the off stump or leg stump, the ball will be called a wide.

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CKT 7.2 Balls that bounce to over shoulder-height will be called a no-ball at the umpire's discretion if out of reach for the batter.

CKT 7.3 Full toss above waist-height and front foot over the popping crease will be called a no-ball.

CKT 7.4 The next ball after a front foot no-ball is a free hit.

CKT 7.5 Wides and no-balls score 2 runs, and no additional balls are added to the over except as outlined in CKT 7.5.1.

CKT 7.5.1 In the final over of the innings, when a no-ball or wide is bowled, additional balls will be bowled up to a maximum of 9 in the over.

CKT 8 Method of dismissal

CKT 8.1 Most standard forms of dismissal are valid – bowled, caught out, stumped, run out, handled ball, hit wicket, hitting the ball twice and obstructing the fielder.

CKT 8.2 No LBW unless the body is deliberately used to block the wicket – this will be at the discretion of the umpires.

CKT 8.3 Batters can be caught out off the walls, off the netting between courts or the ceiling – so long as the ball has not yet hit the ground.

CKT 8.4 The batter cannot be caught out off the wall if a 6 is scored.

CKT 8.5 If the batters are caught or run out after hitting a wall/netting between courts, the runs scored for hitting that wall/netting between courts still count towards the batting team's total.

CKT 8.6 The last batter can bat on their own until they are out, or their running partner is run out.

CKT 9 Overall Scoring Points will be awarded for each game to give a borough's overall score for the qualifiers and finals;

CKT 9.1 The following points will be awarded:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 0 points if a team does not show

CKT 9.1.1 Group positions will be decided in the following order:

- Points accrued
- Net Run Rate
- Fewest wickets lost

CKT 9.1.2 In the finals, if the scores are level and the number of wickets taken are equal then each member of both teams shall bowl one ball (overarm), the team hitting the stumps the greater number of times shall be the winner.

CKT 9.2 Final Positions Teams allocated points according to their group position if they do not qualify for the finals.

CKT 10 Medals & Trophies Medals and trophies will be awarded as follows:

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CKT 10.1 Overall Borough medals will be awarded to 1st, 2nd and 3rd placed teams per gender in the finals ONLY.

CKT 10.2 Trophy awarded to the winners of the competition for each gender.