



GENERAL COMPETITION REGULATIONS YOUTH



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Preface

For all youth competitions the published rules of the KNCB apply. Especially for the youth players there are additional rules. These additional rules are intended to ensure that as many matches as possible are played in good harmony by as many players as possible. In addition, they aim to promote cricket among, and make it attractive for, the youngest players. Gradually, per age group, the youth players are introduced to the official match rules*.

Age limits 2020

Under 17: born after 1 September 2002

Under 15: born after 1 September 2004

Under 13: born after 1 September 2006

Under 11: born after 1 September 2008

Under 9: born after 1 September 2010

Rules of conduct

The KNCB rules of conduct apply at all times to youth competitions and youth events. See article 1a of the KNCB Disciplinary Rules and Regulations <https://www.kncb.nl/uploads/Tuchtreglement-2016-04-16-1.pdf>

Wides

For short pitches U9 to U13: if the batsman cannot hit the ball at all from his normal stance, it is a wide.

*Where it says *he*, read it as *he or she*.

U9 Smash

- A team consists of 6 players.
- More players may participate, but 6 players is the starting point.
- Number of overs: 12. No additional overs are added to allow more players to bowl or bat (for more information, see the paragraph batting and bowling).
- A match lasts a maximum of 90 minutes.

Batting

- Batting is done in pairs. Each pair gets 4 overs, whereby each batsman gets 12 balls. If a team has 8 players, each pair gets 3 overs, whereby each batsman gets 9 balls. If a batsman has 6 or 8: for the smooth running of the match, coaches *may* agree to rotate batsmen *prior to the match*, provided that each batsman gets 12 balls (6 players a side) or 9 balls (8 players a side).
- After each over, the batsmen change sides. Even if a batsman is out, the batsmen change sides. (So the batsman remains in play even if he is out).
- The batsman can be out: bowled, caught, run out, stumped and hit wicket. Extra rule for stumped: the batsman receives a warning from the umpire the first time he is stumped and is not out (so no 5 bonus runs for the opposing team), the following times the batsman is out (with 5 bonus runs for the opposing team). The batsman is only out lbw if he defends the wicket with his legs intentionally.
- Exception: If a batsman is run out, the batsmen do not change sides (unless it is the last ball of the over).
- For every batsman who is out, the fielding team gets 5 bonus runs.
- Immediately after the 4th and 8th over, it's the turn of the next pair of batsmen. In case of 8-a-side: immediately after the 3rd, 6th and 9th over, it's the next couple of batsmen's turn.

Bowling

- All 6 players must bowl 2 overs and keep wicket for 2 overs. The players rotate after 2 overs in a circle, including the wicketkeeper, so that everyone has a turn. If a team has 8 players, all players must bowl at least 1 over and players may bowl a maximum of 2 overs or keep wicket.
- Bowling is done from one side only.
- Bowlers take a run-up of no more than 6-8 meters to speed up the pace of the game.
- A maximum of 6 balls are bowled per over.
- No balls and wides are not bowled over. Even if a ball bounces more than once or rolls, the ball is playable and not a wide or no ball (unless this is done intentionally to harm the batsman. That is unsportsmanlike and the umpire may decide to have an extra ball bowled).
- The fielding side must be at least 10 metres away from the batsman on the striker's end when the ball is bowled or struck from the batting tees. The wicketkeeper must remain behind the wicket until the ball has been struck.

No balls, Wides & Byes:

- No balls: ball bounces over the batsman's head when he is ready to strike; ball arrives without bounce, above the batsman's waist; bowler steps over the line while bowling.
- Wides: ball passes directly or bounces outside the markers on the batsman's side.
- A no ball or a wide result in 1 extra run and a free hit for the batting team (see also the free hit rule).
- If a batsman scores runs on a no ball or a wide, those runs are added to the extra run of the no ball or wide.

**Free Hit rule**

- When an umpire indicates a wide or no ball, the batting team gets 1 run. After the umpire has indicated a wide or no ball, the batsman may immediately strike a free hit from the batting tee.
- If the batsman scores runs on a no ball, the free hit is forfeited.
- Even if a batsman runs a bye from the wide or no ball, the free hit is forfeited.
- A batsman can only be run out on a free hit. The run out only counts when one of the balls has been replaced by the fielders on one of the batting tees (no matter which ball that is).
- The bowled ball and the ball struck from the batting tee both count as live balls at that moment in the game. The game is not dead until one ball has been replaced on the tee and the other ball has been returned to the wicketkeeper or bowler.
- The batsman must strike the free hit straight ahead. The batsman must not run if the ball ends up behind his own wicket.
- If the batsman hits and misses the ball on the batting tee, this also counts as a hit. The free hit does not result in any runs.
- Also in the case of a free hit, the fielding side must maintain the minimum distance of 10 metres from the batsman at the time of the hit; the wicketkeeper must remain behind the wicket until the ball is struck.

Equipment and field:

- Plastic wickets and plastic or wooden bats
- Soft balls (white or pink junior plastic ball that bounces well)
- Batting tees with balls on the batting side: pawns are right in front of the crease line.
- Pawns or hats to indicate the boundary
- Pitch length: 15 m
- Artificial grass or short cut lawn
- Minimum pitch size: from the centre of the pitch to the side: 25 m, from the stumps to the back and front: 20 m.
- Recommended: portable scoreboards, for the current state during the game.

Result:

- A won match scores 2 points, a draw 1, and a lost match 0. In case of a tie, the team that lost the fewer amount of wickets wins.

U11 Soft ball

- A team consists of 8 players. With 6 players of both teams present, the game has to be played.
- Number of overs: 20. The overs are played consecutively, so 2 x 20 overs. Lunch after both innings have been played.
- If there are more players, then the extra players may take their turn in: fielding, bowling and also batting. However, there is a maximum of 8 players in the field at the same time. There will be an equal number of batsmen from both teams. That is to say: if one team has 8 players, then the team that has more players will also bat with a maximum of 8 players. No extra overs are added to allow more than 8 players to bat and/or bowl.
- With the exception of the wicketkeeper, bowlers shall bowl a minimum of 2 overs and a maximum of 4 overs, with a maximum of 2 overs per spell.
- For each batsman who is out, the fielding team gets 3 bonus runs.
- Batting is done in pairs. Each pair gets 5 overs, whereby each batsman gets 15 balls.
- After each over, the batsmen change sides. Even if a batsman is out, the batsmen change sides. (So the batsman remains in play even if he is out).
- A batsman can be out bowled, caught, run out, hit wicket, stumped and lbw (only if plumb).
- Byes: If the ball passes the wicketkeeper and the batsmen run without the batsman having touched the ball, the run(s) is (are) considered (a) byes.
- Wides and no balls result in 2 runs for the opposing team and are not bowled again (wide: see additional information, p. 1; only from a meter or more whereby each batsman of the wicket). Except in the last over of both innings: in that last over of the innings all wides and no balls will be bowled again, and will result in one extra run for the opposition.
- A run on a no ball is regarded as a run for the batsman or a bye (if the batsman has not hit the ball).
- There will be no free hit after a no ball.
- If the batsman hits a roller and runs, it's not a no ball.
- From a roller, a batsman can only be run out.
- Fielders are required to keep a minimum distance of 10 metres from the batsman.

Equipment and Field

- The match is played with a soft ball: white or orange junior incrediball with seam. The game does not need to be played with protection (but it is allowed to get used to playing with protection).
- Pitch length: 17 m.
- Minimum pitch distance: from the center of the pitch to the side: 35 m. From the stumps to the back and front: 30 m.
- A won match scores 2 points, a draw 1 point, and a lost match 0 points.

U11 Hard ball

- A team consists of 8 players. With 6 players of both teams present, the game has to be played.
- Number of overs: 20. The overs are played consecutively, so 2 x 20 overs. Lunch after both innings have been played.
- If there are more players, then the extra players may take their turn in: fielding, bowling and also batting. However, there is a maximum of 8 players in the field at the same time. There will be an equal number of batsmen from both teams. That is to say: if one team has 8 players, then the team that has more players will also bat with a maximum of 8 players. No extra overs are added to allow more than 8 players to bat and/or bowl.
- With the exception of the wicketkeeper, bowlers shall bowl a minimum of 2 overs and a maximum of 4 overs, with a maximum of 2 overs per spell.
- For each batsman who is out, the fielding team gets 3 bonus runs.
- Batting is done in pairs. Each pair gets 5 overs, whereby each batsman gets 15 balls.
- After each over, the batsmen change sides. Even if a batsman is out, the batsmen change sides. (So the batsman remains in play even if he is out).
- A batsman can be out bowled, caught, run out, hit wicket, stumped and lbw (only if plumb).
- Byes: If the ball passes the wicketkeeper and the batsmen run without the batsman having touched the ball, the run is considered a bye.
- Wides and no balls result in 2 runs for the opposing team and are not bowled again (wide: see additional information, p. 1; only from a meter or more whereby each batsman). Except in the last over of both innings: in that last over of the innings all wides and no balls will be bowled again, and will result in one extra run for the opposition.
- A run on a no ball is regarded as a run for the batsman or a bye (if the batsman has not hit the ball).
- There will be no free hit after a no ball.
- If the batsman hits a roller and runs, it's not a no ball.
- From a roller, a batsman can only be run out.
- Fielders are required to keep a minimum distance of 10 metres from the batsman.

Equipment and Field

- Helmet, legguards and gloves are mandatory for batsmen and wicketkeepers.
- The game is played with a hard cricket ball weighing 4 3/4 ounce.
- Pitch length: 17 m.
- Minimum pitch distance: from the center of the pitch to the side: 35 m. From the stumps to the back and front: 30 m.
- A won match scores 2 points, a draw 1 point, and a lost match 0 points.

U13

- A team consists of 9 players. With 8 players of both teams present, the game has to be played.
- Number of overs: 25. The overs are played consecutively, so 2 x 25 overs. Lunch after both innings have been played.
- If there are more players, then the extra players may take their turn in: fielding (however, there is a maximum of 9 players in the field at the same time) and furthermore either bowling or batting (but not both). Coaches shall agree on this with each other *prior* to the match, in which case they shall indicate which player is bowling or batting. There will be an equal number of batsmen from both teams. That is to say, if one team has 9 players, then the team that has more players shall bat with a maximum of 9 players. No extra overs are added to allow more than 9 players to bat and/or bowl.
- With the exception of the wicketkeeper, bowlers shall bowl a minimum of 2 overs and a maximum of 4 overs, with a maximum of 2 overs per spell.
- Out = out: a batsman is out.
- A batsman will retire at 50 runs (marked as not out). If a batsman retires at a lower number of runs, he may return under the following conditions: 1. All other batsmen have batted; 2. The total number of overs has not yet been played; 3. An also retired batsman has not reached the total of 50 runs; 4. The runs from the first turn are included in the count of the second turn. If the batsman has reached the total of 50 runs from both combined turns, the batsman shall retire definitively; 5. Not out batsmen shall return in the same order.
- A batsman can be out bowled, caught, run out, stumped, hit wicket and lbw.
- Byes: If the ball passes the wicketkeeper and the batsmen run without the batsman having touched the ball, the run is considered a bye.
- Wides and no balls result in 2 extra runs for the opposition.
- Wides and no balls are not bowled again. Except in the last over of both innings: in the last over of the innings, all wides and no balls are bowled again, and will result in one extra run for the opposition.
- A run on a no ball is regarded as a run for the batsman or a bye (if the batsman has not hit the ball).
- There will be no free hit after a no ball.
- If the batsman hits a roller and runs, it's not a no ball.
- On a roller, a batsman can only be run out.
- Fielders are required to keep a minimum distance of 10 metres from the batsman.

Equipment and Field

- Helmet, legguards and gloves are mandatory for batsmen and wicketkeepers.
- The game is played with a hard cricket ball weighing 4 3/4 ounce.
- Pitch length: 19 m.
- Minimum pitch distance: from the center of the pitch to the side: 40 m. From the stumps to the back and front: 35 m.
- A won match scores 2 points, a draw 1 point, and a lost match scores 0 points.

U15

- A team consists of 9 players. With 8 players of both teams present, the game has to be played.
- Number of overs: 30. The overs are played consecutively, so 2 x 30 overs. Between innings, a short stop of maximum 15 minutes before a drink break on the field is allowed, lunch after both innings have been played.
- If there are more players, then the extra players may take their turn in: fielding (however, there is a maximum of 9 players in the field at the same time) and furthermore either bowling or batting (but not both). Coaches shall agree with each other *prior* to the match, in which case they shall indicate which player is bowling or batting. There will be an equal number of batsmen from both teams. That is to say, if one team has 9 players, then the team that has more players shall bat with a maximum of 9 players. If *both* teams have 10 or 11 players, coaches *may* agree to play with all available players *prior* to the match. Again, there will be an equal number of batsmen from both teams. No extra overs are added to allow more players to bat and/or bowl.
- With the exception of the wicketkeeper and one fielder, bowlers shall bowl a minimum of 1 over and a maximum of 6 overs, with a maximum of 4 overs per spell.
- All fielders must bowl at least one over, except the wicketkeeper and one designated fielder. This applies to both parties. If a player has not bowled or has bowled only one over in the first innings, he shall bat at a number between 1-5 in the second innings. If a player has batted late (6-9) in the first innings, he shall bowl at least two overs in the second innings. Of the players who batted at 1-5 in the first innings one does not have to bowl (although he may bowl) The other players that batted 1-5 must bowl one over in the second innings.
- Out = out: a batsman is out.
- A batsman will retire at 60 runs and will not be allowed to return.
- A batsman can be out by all methods of going out as mentioned in the MCC Laws of Cricket.
- Byes: If the ball passes the wicketkeeper and the batsmen run without the batsman having touched the ball, the run is considered a bye.
- Wides and no balls result in 2 extra runs for the opposition.
- Wides and no balls are not bowled again. Except in the last over of both innings: in the last over of the innings, all wides and no balls are bowled again, and will result in one extra run for the opposition.
- A run on a no ball is regarded as a run for the batsman or a bye (if the batsman has not hit the ball).
- A free hit after a no ball is not applicable.
- Fielders are required to keep a minimum distance of 10 metres from the batsman.

Equipment and Field

- Helmet, legguards and gloves are mandatory for batsmen and wicketkeepers.
- The game is played with a hard cricket ball weighing 5 ounces.
- Pitch length: 20 m.
- Minimum distance from the pitch: from the centre of the pitch to the side: 50 m. From the stumps to the front and back: 45 m.
- A won match scores 2 points, a draw 1 point (in a closed competition), and a lost match scores 0 points.



U17

- A team consists of 9 players*. With 8 players of both teams present, the game has to be played.
- Number of overs: 30. The overs are played consecutively, so 2 x 30 overs. Between innings, a short stop of maximum 15 minutes for a short drink break on the field is allowed, lunch after both innings have been played.
- With the exception of the wicketkeeper and one fielder, bowlers shall bowl a minimum of 1 over and a maximum of 6 overs, with a maximum of 4 overs per spell.
- All fielders must bowl at least one over, except the wicketkeeper and one fielder of their choice. This applies to both parties. If a player has not bowled or has bowled only one over in the first innings, he shall bat at 1-5 in the second innings. If a player has batted late (6-9) in the first innings, he shall bowl at least two overs in the second innings. Of the players who batted at 1-5 in the first innings one does not have to bowl (although he may bowl) The other players that batted 1-5 must bowl one over in the second innings.*
- Out = out: a batsman is out.
- A batsman will retire at 100 runs and will not be allowed to return.
- A batsman can be out by all methods of going out as mentioned in the MCC Laws of Cricket.
- Byes: If the ball passes the wicketkeeper and the batsmen run without the batsman having touched the ball, the run is considered a bye.
- Wides and no balls result in 2 extra runs for the opposition.
- Wides and no balls are not bowled again. Except in the last over of both innings: i in the last over of the innings, all wides and no balls are bowled again, and will result in one extra run for the opposition.
- A run on a no ball is regarded as a run for the batsman or a bye (if the batsman has not hit the ball).
- A no ball will be followed by a free hit.
- Fielders are required to keep a minimum distance of 10 metres from the batsman.

Equipment and Field

- Helmet, legguards and gloves are mandatory for batsmen and wicketkeepers.
- The game is played with a hard cricket ball weighing 5 1/2 ounces.
- Pitch length: 20 m.
- Minimum distance from the pitch: from the centre of the pitch to the side: 50 m. From the stumps to the front and back: 45 m.
- A won match scores 2 points, a draw 1 point (in a closed competition), and a lost match scores 0 points.
- *If one team has 10 or 11 players and the other team has 9 players, the starting point is 9 players. If there are more players, the extra players may take their turn in: fielding (however, the fielding side has a maximum of 9 players) and furthermore either bowling or batting (but not both). Coaches shall agree with each other *prior* to the match, in which case they shall indicate which player is bowling or batting. There will be an equal number of batsmen from both teams. That is to say, if one team has 9 players, then the team that has more players shall bat with a maximum of 9 players.
- *If *both* teams have 10 or 11 players, coaches *may* agree to play with all available players in mutual consultation *prior* to the match. There will be an equal number of batsmen from both teams. No extra overs are added to allow more players to bat and/or bowl. In that case, the following provision shall apply to allow all players to take their turn: All (fielding) players shall bowl at least one over, except the wicketkeeper and one designated fielder. One of the early batters (with 10 players 1-6, with 11 players 1-7) need not bowl. The other

early batters shall bowl at least one over. Late batters (at 10 players 7-10, at 11 players 8-11) shall bowl at least two overs.

Playtimes and starting times

- The KNCB Youth Competition takes place in the period between 3 May and 13 July (start of summer holidays) and is continued at the end of the summer holidays until mid-September.
- The U9 - U11 regional leagues are played on Wednesday afternoons with a sufficient number of registered teams in Zuid-Holland. The matches start between 14-14.30 hours, depending on the school or traffic situation.
- All other leagues U9-11-13-15-17 are played from May 3 until June 21 on Sunday morning, and from June 22 until July 13 on Saturday morning. Matches start at 9 a.m. Starting times may be adjusted by mutual agreement, on the understanding that a youth match in accordance with the competition schedule on Sunday morning in the period May 12th until June 16th has priority over a senior match that has been moved from Saturday to Sunday.
- Attention: Because of the seniors – and ladies match programmes, the coaches have to make sure that the matches start on time and run smoothly!
- All youth games: lunch after the innings. Only a short drinking break of maximum 15 minutes on the field between innings.

Rained off and rain-influenced matches

- Rained off matches may be rescheduled, even on a day other than the match days specified above. The deadline for sending in results must be respected to allow for the preparation of follow-up programmes. Rained off matches may be rescheduled as a 20/20 match. Teams will immediately agree on a new date and will inform the organizer of the KNCB youth competition (competitie@kncb.nl) in writing by e-mail.
- If the rained off match cannot be rescheduled, a result of 1-1 will stand. A match will be stopped by rain if, in the opinion of the umpires, it is not possible to play cricket safely or reasonably. In the first innings, for every 6 minutes of total lost playing time during rain, 1 over is deducted from both batting innings. In the second innings, one over is deducted for every 3 minutes of lost playing time. If rain shortens the number of overs, then the result is determined by the average runrate, i.e., the number of runs scored per innings divided by the number of overs bowled. The game is finally rained off when at least one of the teams has fewer than 20 overs (U15 and U17) or fewer than 10 overs (U11 and U13) as the batting side. That means that the Saturday and Sunday morning games are finally rained off when 1 1/2 hours has been lost in the first innings.

Cancelling matches

- The match may be rescheduled if a team has not enough players due to the start of the summer holidays. In all other cases, the team that cancels the game, and whose game cannot be rescheduled, has lost the game. Teams that reschedule a match by mutual agreement shall inform the organizer of the KNCB youth competition of the new date in writing by e-mail (competitie@kncb.nl).
- Entering the competition means participating according to the schedule indicated by the KNCB. Teams that are not able to participate in the KNCB competition schedule during the entire duration of the competition may participate out of competition.

Players eligibility

- For each team participating in a KNCB youth competition, a list of team players must be sent to the KNCB youth competition leader well before the start of the KNCB youth competition (competitie@kncb.nl). On this list the first and last names, the dates of birth and the dispensations have to be registered.
- Players may occasionally play for an older age group team than the team for which they are registered with the Competition Organiser, but they cannot play for a younger team than the team for which they are registered with the Competition Organiser.
- If a coach/leader/team allows a player, who is registered with the competition leader, to play in a younger age category team, for whatever reason, and regardless of that player's age, that team loses the game, regardless of the outcome of the match. The match will not be replayed.
- In order to be able to take part in a final, players must have played at least 50 % of the matches played by their team in that competition.
- Dispensation is granted to players who are up to 6 months too old. At U17 level a generous dispensation of up to 2 years old is in place. Players who are selected for the Dutch Lions match programme or other key players who can determine the outcome of a game are not eligible for dispensation. Note: a Dutch Lion or player who is more than 6 months too old can still qualify for dispensation in special cases if this player cannot be assigned to another team in the region. In order to prevent erosion of youth cricket in the Netherlands, dispensation requests for girls are treated more generously.
- Players that are not registered with the KNCB's competition leader cannot participate in the competition. If a team uses an unknown player, that team runs the risk of losing the match, regardless of the outcome of the match, and without the possibility of replaying the match. The above provisions will then be applied retroactively.

Match results

- Results are only valid if and when a *fully* completed game sheet (U13-U17) or score sheet (U9-U11) has been submitted to the Competition Manager. The fully completed forms state: date (in case of rescheduled matches: also the original date in the competition schedule), competition (age group), pool, names of both clubs, first and last names of all players, individual scores and final results. Forms entered without date, competition, pool, club, names of players and/or final results, are considered not valid and will not be processed.
- Forms must be submitted to the Competition Manager within two days of the end of the match (or sooner if the further course of the match programme requires this, such at the discretion of the Competition Manager).
- Without the submission of complete forms, no claim can be made for a place in a (semi) final. The team playing at home sends the match data to the Competition Manager, but both teams remain responsible for the timely submission of the match results.
- In case of late submission, both teams will be held responsible for the transmission of the match data. If, after repeated requests, both teams do not submit a result before the then applicable deadline, a result of 0-0 will be processed. After the applicable deadline, no more results will be processed. Without timely submission of fully completed forms, no claim can be made for a place in a (semi) final.

Final standing

- Closed competition
A won match scores 2 points, a draw 1 point (in a closed competition), and a lost match scores 0 points.
The final score in a pool is determined by the highest number of match points. The team that is at the top at the end of the closed competition is the champion or finalist.
- If 2 teams finish equal, the final score will be determined by the following criteria:
- The teams match result in a closed competition
- Run-rate
- If there is still a tie, then the team with the most runs made during the entire competition will be the champion or finalist.
- If even the number of runs made turns out to be equal, then: the team that has taken most wickets throughout the competition is ultimately champion or finalist.
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- - If circumstances permit (available time, field), the regional competition U17, U15, U13, U11 (hard ball) will be followed by finals between nrs 1 and/or 2 of the regional competitions for the national championship.
- If 2 teams finish equal, the final score will be determined by the following criteria:

Finals

- If teams reach a tie in the (semi)finals, then immediately after the game they will play a so-called Super Over. The rules apply as in the various T20 leagues:
- Weather permitting, the Super Over will start ten minutes after the regular match.
- The Super Over is played on the same pitch as the regular match, unless the umpires decide otherwise.
- There will be a toss.
- The batting team shall designate three batsmen.
- The fielding team designates one bowler.
- In both innings, the fielding side may determine which side is bowled from.
- If two wickets are down, the batting team is all out.
- The team that scores the most runs, wins.
- If there is a tie, then the team that has hit the most boundaries in the regular match and the Super Over combined is the winner.
- If the number of boundaries is identical, a recount will take place from ball 6 in the Super Over in order to determine the team with the highest scoring delivery.
- If this one is identical as well, it will be counted back from ball 6 of the super over to determine the winning highest scoring delivery.
- If both Super Overs are showing identical scores, the match will remain a tie.