GYCL County-Wide 2026 Rules & Recommendations

Note: throughout these rules, options shown in emboldened italics separated by an oblique (‘/’) shall indicate the options for Under 11, Under 13 and Under 15 age groups, respectively. Where an option applies to one or two age groups only, this will be made clear in the preceding text.

Preamble: Matches are to be played under MCC laws and particular note should be taken of the full extent of the section on 'The Spirit of Cricket'. Clubs are encouraged to use other club members as umpires rather than the team managers or coaches, though it is recognised that this is often not possible. Where possible we will endeavour to work with GACO to appoint experienced independent umpires for some matches, and certainly for all finals.

Purpose of the GYCL: The GYCL was originally created to offer clubs and young cricketers the chance to play a longer form of cricket than the local T20 leagues. This was to provide existing Development and County players, and those aspiring to reach this level, with the relevant playing opportunities and experience to play representative cricket.

As well as this still being the case, the competition is also being used to close the gap between club cricket and the Performance Pathway. For this to happen clubs should not retire batters, allow bowlers to bowl as much as they can, within ECB guidelines, and for players to face to up to the best players. The experience of scoring big scores such as centuries, taking 5 or more wickets in a game and testing themselves against the best players in their age group will aid player development.

1. Player Eligibility

a. Players need to be under the age of the relevant age group by 31st August in the year before the relevant season. However, players who do not meet this criterion but are in the traditional school year groups of Years 4/6/8/10/12 may be classified as Under-9/Under-11/Under-13/Under-15/Under-17 respectively. If a team fields over age players, they shall concede the fixture. If both teams field over age players, then no points will be awarded for the match in question.

b. All competitions are open to boys and girls. In GYCL County-Wide competitions, girls are permitted to play 2 years below their actual age.

c. The GCF advises managers to carefully consider the age and ability of players when considering if a player can play up an age group in hardball junior matches. In every

circumstance, juniors playing up an age group should not create a situation where correct age players are not able to play to their full ability.

d. Each player must be a member of the club they represent, and no player shall play for more than one club across any age range in the long-format competition. Players can play for one club in the long format competition and for a different club in short-format competitions, providing their 'home' club have not entered that competition. For example, 'Player A' can play for 'Club A' in the Under 15 GYCL 40-over league and for 'Club B' in the Under 17 GYCL T20, providing that 'Club A' haven't entered the Under 17 GYCL T20. Any club fielding an ineligible player shall forfeit all points gained from all matches in which that player plays.

e. There will be restrictions on the selection of current season County or Zonal players from Gloucestershire or other counties within certain tiers. This has been introduced to prevent higher ability players from dominating games to the detriment of developing players. However, clubs with one team per age group should still be able to provide playing opportunities for all their players. Restrictions for male performance players and female players playing down an age group are:

    i. Performance – no restrictions

    ii. Development – no more than 2 county players, providing they do not have a Performance team in the same age group

f. Players representing teams formed by multiple clubs, or an alternative club from their local leagues for the purpose of competing in the GYCL County-Wide, must register with one of the constituent clubs of that team.

g. Clubs may collaborate with a maximum of one other club to enter a joint team into a competition. This arrangement should only be used where clubs do not have sufficient players to enter a team independently and must not be used to create so-called "super teams". The intention of this rule is to allow players to remain with their existing clubs, rather than transferring to another club solely to access additional competitions.

2. **<u>Fixture Organisation</u>**

a. League fixtures will be published on Play-Cricket by GCF.

b. All GYCL County-Wide fixtures will be scheduled on a date, and it is expected of the teams to play on that allocated day.

c. Clubs are expected to make every reasonable effort for fixtures to be played on the scheduled date. For example, if the home team is unable to host the match but is still able to play, the clubs should work together to switch the venue to the away

club where possible. If the fixture cannot be played on the scheduled date, it must be rearranged. If the clubs are unable to agree on an alternative date, the original fixture date shall stand.

i. If a team is unable or unwilling to fulfil a fixture they must concede or ask the opposition team if they are willing to reschedule. Where there is no agreement to rearrange the match, the team unable or unwilling to fulfil the fixture shall be deemed to have conceded the match.

ii. If a fixture is unable to go ahead on the original date due to situations outside of both teams control (e.g. weather or pitch conditions), the match can be rescheduled if agreed by both teams within seven days of the original fixture date. If clubs cannot agree to reschedule, then the match is abandoned and 2 points awarded to each team.

3. **Matches**

a. Hospitality:

i. Home teams should provide water and or squash for both sets of players. The GCF also encourages clubs to provide snacks but appreciate that in some cases this is not possible.

ii. Toilet and running water facilities must be available at the ground.

iii. A working scoreboard must be provided for all matches.

b. Please refer to the GYCL County-Wide Playing Conditions for information on formats, recommended pitch and boundary sizes, match rules, etc.

c. Matches will be scheduled as follows:

i. Under-11 30 Over – Sunday 10:00 AM
ii. Under-13 35 Over – Sunday 10:00 AM
iii. Under-15 40 Over – Sunday 2:00 PM
iv. All Short Format Cricket – Monday 6:00 PM

d. Any team not ready to play at the agreed start time shall forfeit the toss.

e. In the event of a late start of an evening match, managers may agree to shorten the game based on the available light and safety of the players. In the event of a team not being ready to play 30 minutes after the agreed start time the late team will forfeit unless the managers agree otherwise.

f. For all matches, it is recommended that the same player keeps wicket for the entire innings. However, if teams do wish to change the wicketkeeper, the incoming wicketkeeper must pad up during a break in play.

g. Each team will supply an Umpire who shall be competent and responsible. Where possible, this should not be the team manager.

h. All teams, coaches, volunteers, parents/guardians and supporters must comply with the guiding principles, culture and values of the Gloucestershire Youth Cricket League and the code of conducts of their own club.

i. Weather-Related Playing Conditions for longer format cricket:

    i. The home Team Manager or appointed umpires shall decide whether the match should start if the playing area is affected by inclement weather.

    ii. Overs shall not be reduced until 30 minutes of play are lost. After this, conditions (c)–(f) apply for Under 13, Under 15, and Under 17 games.

    iii. Weather Interference Before the Match - For every 6 minutes lost after the initial 30 minutes, the total number of overs shall be reduced by 2 and divided equally between the two sides. A minimum of 20 overs per innings shall constitute a match. The team batting first may not bat additional overs.

    iv. Weather Interference During the Innings of the Team Batting First - For every 3 minutes lost after the initial 30 minutes, one over shall be deducted from the innings of the team batting second. The team batting first shall complete its full allocated overs (e.g., 35, 40). A minimum of 20 overs must be allocated to the team batting second to constitute a match. The required total for the team batting second is calculated as: the run rate of the team batting first × overs allowed to the second team + 1 run (decimals ignored).

    v. Weather Interference During the Innings of the Team Batting Second - For every 3 minutes lost after the initial 30 minutes, one over shall be deducted from the innings of the team batting second. A minimum of 20 overs must be allowed for the second innings to constitute a match. The target score is calculated as the run rate of the team batting first × overs allowed to the team batting second + 1 run (decimals ignored). If the second team has already exceeded this total before completing 20 overs, they shall be awarded the match.

    vi. Overs per Bowler - The number of overs allowed for each bowler shall be reduced proportionally to the total number of overs agreed for the innings.

vii. General Principles - In cases of inclement weather, clubs are expected to use common sense and agreement to ensure player safety. Matches should be abandoned or concluded in a timely manner to avoid continuing after 8:00 pm for afternoon games, unless both Team Managers agree to an earlier or later time.

4. Clothing and Equipment

a. Coloured clothing is recommended to be worn for all GYCL matches. If not possible, traditional white clothing is still permitted. If it is not possible for either coloured or white kits, any clothing appropriate for cricket is permitted.

b. As part of the entry fee for these competitions, the GCF will supply all GYCL County-Wide fixtures with match balls, and it is preferred that these balls are used wherever possible.

c. Helmets must be worn by all players whilst batting in matches where a hard cricket ball is used. All wicketkeepers must wear a helmet when standing up to the stumps, even if a soft cricket ball is being used. It is strongly advised that neck protectors are worn with a helmet.

d. The GCF advises everyone involved in the game to read the ECB's Recreational Cricket Safety Regulations and Guidance documents carefully.

5. Uploading squads and reporting results on Play-Cricket

a. For every team, all clubs must add player names to the relevant squad in Play-Cricket before the start of the season. It is expected that clubs continue updating the squads throughout the season.

b. All league results and scores must be entered on the Play-Cricket website by the home team within seven days of the original scheduled fixture, unless it has been agreed that the away team will enter the result. The opposing team should check the result and, if dissatisfied, report it to the Leagues and Competitions Officer within seven days of the result being posted. Failure to report a result within the seven-day window will result in the fixture being marked as cancelled.

c. In addition to the match result and team scores all matches must have full scorecards added with correct full player names for both sides. It is each team's responsibility to ensure their full batting and bowling scoresheets are entered on time and are correct.

d. If Play Cricket Scorer is used, the home team scorer should be the primary live scorer. Teams should liaise to deal with any technical issues.

6. Results, points and re-arrangements

a. Points in the league will be awarded as follows:

   i. Win – 4 points
   ii. Loss – 1 point
   iii. Tie – 2 points
   iv. Abandoned – 2 points
   v. Cancelled – 0 points
   vi. Conceding – 0 points
   vii. Conceded to – maximum points on match day

b. In all Long Format (Under-11 30 Over, Under-13 35 Over, Under-15 40 Over) fixtures, bonus points will be awarded as follows:

Batting Bonus Points (Under-11)	**Batting Bonus Points (Under-13/15)**	**Bowling Bonus Points**
75 runs = 1 Point 125 runs = 2 Points 175 = 3 Points 225 = 4 Points	100 runs = 1 Point 150 runs = 2 Points 200 runs = 3 Points 250 runs = 4 points	3 wickets taken = 1 Point 6 wickets taken = 2 Points All out = 3 Points Keep opposition below 75 runs = 2 Points

c. Ties occur when the number of runs scored are equal, irrespective of the number of wickets each team has taken.

d. In the event of a tie for knockout matches, the following shall apply to determine the winner:

   i. The side with the fewest wickets lost will be the winner

   ii. The side with the most boundaries

   iii. A coin is tossed

e. Concessions: If a team is unable or unwilling to fulfil a fixture scheduled on the original date, it shall notify the opposing team. Where there is no agreement to rearrange the match within seven days of the scheduled fixture, the team unable or unwilling to fulfil the fixture shall be deemed to have conceded the match. In this case, the conceding team shall be awarded zero points and the team conceded to shall be awarded maximum points on match day.

f. Abandonments:

   i. If a fixture is unable to go ahead on the original date due to situations outside of both teams control (e.g. weather or pitch conditions), the match can be

rescheduled if agreed by both teams within seven days of the original fixture date.

g. Rearrangement of fixtures:

   i. Clubs may agree to rearrange fixtures within seven days of the originally scheduled fixture date.

   ii. Original fixtures should not be marked as abandoned on Play-Cricket; the fixture date should be amended to the new date.

   iii. If no agreement is made the match shall be treated as abandoned and should be entered on Play-Cricket as an abandoned match within seven days of the original fixture date.

   iv. If no result is entered within seven days of the original fixture date, match will be recorded as cancelled by league management and zero points will be awarded.

h. Where matches have not been played in circumstances not constituting an abandonment, and the league is satisfied that neither team has made a genuine effort either to play or rearrange the match in accordance with the rules, the match shall be treated as cancelled and both teams will be awarded zero points.

i. If an away team notifies the home team that it is unable or unwilling to fulfil a fixture less than 24 hours before the scheduled start time, the away team may be liable to pay up to £50 to the home team to cover any verifiable ground hire or associated costs. The home team should invoice the away team in writing, and payment must be made within 30 days of receipt of the invoice. The GCF management team will adjudicate on any disputes arising from these circumstances.

j. Should a team withdraw from the league during the season all matches played by that team will be treated as friendlies and any points awarded will not count towards overall league standings.