



## The Gray-Nicolls GYCL U11 & U13 Hundred

### Rules & Regulations 2025

#### 1. The tournament

##### a) Players

A match is played between two sides, each of eleven players, one of whom shall be captain. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the [Laws](#).

New for 2025: if both clubs wish to agree pre-match that their preference is for the match to be played with less than eleven players per side, then this is accepted by the league. However, if this agreement is not made, then the match should be played with eleven players per team, as standard. If the match is played with less than eleven players per side, clubs must notify the tournament organiser (point 17), to ensure this is acknowledged in the Play Cricket action centre.

##### b) Match Officials

The captain/coach shall inform the scorers of the players before the start of the match.

##### c) Clothing

In all matches, teams have the choice to wear either whites or coloured clothing. The preference is for coloured clothing to be used, however this is not mandatory.

#### 2. Player/Club qualification

a) 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 GYCL Hundred. A player can play for one club in a GYCL long format competition and a different club in the GYCL Hundred (or any other GYCL short format competition), providing that their long format club have not entered that short format competition. Any club fielding an ineligible player shall forfeit all points gained from all matches in which that player plays.

b) All players must be registered with their club so eligible for selection prior to the first match of the season.

c) Parents should register Play-Cricket accounts and child accounts for players under the age of 13. Players over the age of 13 are eligible to register for their own account. The Play-Cricket registration process can be found [here](#).

d) Player Registration – All players must be registered through the Play-Cricket registration process. Parents should have completed their Play-Cricket registration before clubs nominate them to the league.

e) Player movement – applicable to clubs that have entered two or more teams into the same age group for example, A Team in the U11 Performance and B Team in the U11 Development. Players in the current year's County and Development squads must be assigned to a squad and may not move between the tiers. Club players, those not involved in County and Development Squads and Zonal players, are free to move up and down.

**f)** Players who are playing for teams which combine multiple clubs or an alternate club from their local leagues, for the purpose of playing in the GYCL, must register with one of the constituent clubs of that team.

**g)** A cricketer (with exceptions allowed in 2f above) shall only be eligible to play in the competition if they are 10/12 or under at midnight on the 31<sup>st</sup> of August in the year preceding the current season. This means that a player is in the traditional school year 6 or 8, in order to be classed as an U11/13. Clubs must be completely satisfied that players who are more than two years younger than the appropriate upper age limit, have the ability to perform in the age group for which they have been selected.

**h)** Girls playing in this competition according to ECB rules are able to play down two-year groups i.e. year 8 in Under 11, year 10 in Under 13.

**i)** Competing Clubs must have public liability insurance to a minimum value of £5 million and employers' liability insurance to £10 million to adequately cover juniors', players, and coaches.

**j)** All clubs in the League must have a qualified Club Safeguarding Officer and be actively engaging with the Safe Hands Management System. All Coaches, Age Group Managers, Umpires and Scorers associated with GYCL teams must be added to the system and have an ECB DBS.

**k)** New for 2025 – clubs can collaborate with a maximum of one other club to enter a joint team into a competition. This should only be used in situations where clubs do not have enough players to enter their own team into a competition and is not in place to provide clubs with an opportunity to create 'super teams'. This is intended to ensure that players can remain with their current clubs and not transfer over to another club who may enter more competitions.

### **3. The umpires**

Two Umpires must stand during a match, one for each end to control the game as required by the Laws and Playing Conditions with absolute impartiality. For all group stage matches, this should be club umpires. For the GYCL Finals Day, GACO umpires are appointed.

### **4. The scorers**

**a)** The match must be scored by at least one scorer per team, who should be nominated prior to the start of play and remain the same for the duration of the match.

**b)** The scorers should use either a manual scoresheet or electronic methods, specifically Play-Cricket Scorer Pro or App (recommended).

**c)** The match result must be uploaded to Play Cricket within 24 hours of the match completion. Failure to do this will result in a 2-point penalty.

**d)** The full match scorecard must be uploaded to Play Cricket within 48 hours of the match completion. Failure to do this will result in a 2-point penalty.

### **5. The ball**

**a)** Pink cricket balls shall be used. 4 3/4 oz for Under 11 and Under 13.

**b)** In the event the match ball is lost, the home club should wherever possible, provide pink spare balls. However, red spares may be used in the event pink spares are unavailable.

### **6. The pitch**

Matches can be played on grass and artificial pitches, but Flicx pitches are not to be used.

### **7. Start of play; cessation of play**

#### **a) Length of innings**

Each team shall bat for 100 balls.

## **b) Delayed or interrupted matches – Group Stage, Eliminators**

To constitute a match, a minimum of 25 balls must be bowled to the side batting second, unless a result has been achieved earlier.

## **c) Finals Day**

The scheduled hours of play will be determined by the tournament organiser.

## **8. Innings**

### **a) Maximum number of balls**

The match will consist of one innings per side, each side being limited to a maximum of 100 balls.

### **b) Number of balls per bowler**

- No bowler shall bowl more than 20 balls
- No bowler shall bowl more than 10 consecutive balls. They must bowl either 5 or 10 balls before swapping for another bowler.
- The fielding side change ends after 10 balls.

### **c) Player retirements**

- New for 2025
- In all Under 11 Hundred matches, batters shall retire after reaching 25 runs.
- In all Under 13 Hundred matches, batters shall retire after reaching 30 runs.
- Retired batters may return once all other batters have been dismissed.
- Batters return in the order in which they had retired.

## **9 – The result**

**a)** When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

**b)** In a Group match, no account shall be taken of wickets lost, the match is tied and each team shall be awarded four points.

**c)** In the semi-final or final, if the result is a tie, the teams shall compete in a Super Five to determine the winner (A Super Five is a sudden death contest comprising of 5 balls each). If the Super Five is a tie, then another Super Five shall take place. A Super Five will continue to take place until there is a winner.

### **d) Super Five**

- The Super Five will take place 10 minutes after the conclusion of the match.
- The Super Five will take place on the same pitch allocated for the match.
- The umpires shall stand at the same end as that in which they finished the match.
- In both innings of the Super Five, the fielding side shall choose from which end to bowl.
- The team batting second in the match will bat first in the Super Five.
- The loss of two wickets in the over ends the team's one over innings.
- In the event of the teams having the same score after the Super Five has been completed, another Super Five shall be played.
- The team batting second in the first Super Five will bat first in the second Super Five.

### **e) Match not constituted**

- In a Group match, if it is not possible for both teams to receive the minimum of 25 balls necessary to constitute a match, the match shall be declared No Result and each team shall be awarded three points.

- In the Semi-final, if it is not possible for both teams to receive the minimum of 25 balls necessary to constitute a match, the fixtures will be re-arranged.
- In the Final, if it is not possible for both teams to receive the minimum of 25 balls necessary to constitute a match, the fixture will be re-arranged.
- New for 2025: providing that the minimum number of balls have been bowled, net run-rate will decide the result in all matches in the GYCL Hundred, if the match cannot be completed.

#### **f) Points System in the Hundred Group Stage**

- Win = 8 points
- Conceded/ Forfeited win = 8 points
- Tie = 4 points
- Lose= 2 points
- Abandoned = 3 points
- Cancelled = 1 point
- Conceded/ Forfeited lose = 0 points
- When two teams have equal points the team which was the winner of the league match played between them will be placed in the higher position.
- When more than two teams have equal points the team which was the winner of the greatest number of matches played between those teams will be placed in the higher position.
- If still equal the team with the higher net run rate will be placed in the higher position.
- If still equal a coin toss will determine the team finishing in the higher position. This will be conducted by the tournament organiser either in person, or via a Microsoft Teams call.
- Net run rate calculations are below.
- U11: The top two teams from the 'South league' and 'North Performance league' will qualify for the U11 GYCL Hundred finals day. The North Development league does not feed into this finals day, with the team that finishes top of that division crowned as winners of that league.
- U13: The top two teams from the 'South Performance league' and 'North Performance league' will qualify for the U13 GYCL Hundred finals day. The South Development league and North Development league do not feed into this finals day, with the teams that finish top of those divisions crowned as winners of those leagues. Should they wish to, clubs are welcome to arrange their own final, however this will not be managed by the Gloucestershire Cricket Foundation & the GYCL administrators.

*A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.*

*In the event of a team being all out in less than its full quota of balls, the calculation of the net run rate of both teams shall be based on the full quota of balls to which the batting team would have been entitled and not on the number of balls in which the team was dismissed.*

*Only those matches where results are achieved will count for the purpose of net run rate calculations.*

#### **10. The over**

**a)** Two overs of 5 balls each shall be bowled from each end alternately. Batters shall not change ends in between any overs.

**b)** MCC Law 17.4 (Call of Over) shall be replaced by: When 5 valid balls have been bowled and as soon as the ball becomes dead, the umpires shall call "Five".

#### **11. Scoring runs**

Normal laws apply, with the addition that if the striker is dismissed Caught, the not out batter shall return to their original end.

#### **12. No ball & wides**

- a) No balls shall be given for breaches of a fair delivery.
- b) Wides shall be given if the ball passes the batter outside of the wide guidelines.
- c) Both no balls and wides shall be worth 1 run in addition to an extra delivery.
- d) Every no ball is a free hit.
- e) New for 2025: in group stage matches it's the responsibility of the coaches to agree what constitutes a wide or a no ball, with common sense encouraged when making this decision. The ability of players and daylight hours should be factored into this decision. At the GYCL Hundred Finals Day, umpires shall agree with coaches what constitutes a wide or a no ball. If coaches cannot agree, then umpires shall make the final decision.

### **13. Fielding restrictions**

- a) New for 2025: in U11 & U13 Hundred group stage matches, a 25-yard circle is not required and there are no fielding restrictions.
- b) In the GYCL Hundred Finals Day, for both the U11 and U13 age-groups, a 25-yard circle must be put out prior to the start of the matches and is to remain in place until the conclusion of the fixture.
- c) In the GYCL Hundred Finals Day, a minimum of 4 fielders must be inside the ring for every delivery of the match, which does not include the wicket-keeper or bowler. This allows a maximum of 5 fielders to be outside of the ring for every delivery of the match.

### **14. Player Eligibility**

- a) Eligible boys for the U11 competition must not turn 12 until 1<sup>st</sup> September 2011 at the earliest.
- b) Eligible boys for the U13 competition must not turn 14 until 1<sup>st</sup> September 2009 at the earliest.
- c) U13 girls are eligible to play in the U11 GYCL Hundred competition.
- d) U15 girls are eligible to play in the U13 GYCL Hundred competition.

### **15. Helmets**

- a) Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps. Any individual taking responsibility for any player(s) under the age of 18 should take reasonable steps to ensure this guidance is followed at all times. No parental consent to the non-wearing of a head protector should be accepted.
- b) All batters must always wear a head protector whilst batting in a match.

### **16. Key competition dates**

#### **a) Group stages**

Please note that these matches do not need to be played on Monday's, these are just a placeholder on Play Cricket.

Round 1: w/c 21<sup>st</sup> July

Round 2: w/c 28<sup>th</sup> July

Round 3: w/c 4<sup>th</sup> August

Round 4: w/c 11<sup>th</sup> August

Round 5: w/c 18<sup>th</sup> August

Round 6 (or back-up week): w/c 25<sup>th</sup> August

#### **b) Finals Day**

Sunday 7<sup>th</sup> September

## 17. Contact

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