



Stuart Canvas GYCL U16 T20 Competition Rules & Regulations 2025

1. Title

a) The title of the competition shall be the Stuart Canvas GYCL U16 T20.

2. Management

a) These rules apply to the GYCL U16 T20 Competition only. All decisions by the Gloucestershire Cricket Foundation are final.

3. Entry

a) Entry into the U16 Club T20 shall be open to all affiliated clubs / teams that are invited into leagues by the GCF.

4. Pitch

a) Clubs may use fine turf or non-turf pitches for their home matches.

5. Competition Structure

a) The competition will provide clubs with the option to participate in Performance or Development Competitions.

- The Performance section will be divided into North/South Groups where the top 2 placed clubs will progress to Finals Day, which will determine the County Winner.
- The Development section will be divided into North /South Groups. The winner of each group will progress through to the final.

6. U16 Club T20 Playing Conditions

a) All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

b) For this competition the ECB 20 over per side generic playing conditions will be used with these exceptions:

- When a batter reaches or passes the personal total of 50 runs, they must retire.
- Retired batters may return once all other batters have been dismissed.
- Batters return in the order in which they had retired.

6.1 Eligibility and Age Group Definition

a) Any club that fields an ineligible player shall be penalised and the result of the match overturned in the favour of the opposition.

b) Age - A cricketer shall only be eligible to play in the competition if they are 15 or under at midnight on the 31st of August in the year preceding the current season. This means that a player is in the traditional school year 11, in order to be classed as an U16. 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.

c) Girls playing in this competition according to ECB rules are able to play down two-year groups i.e. Under 18.

6.2 Club Members & Player Registration

a) Each player must be a member of the club they represent, and no player shall play for more than one club across this GYCL U16 T20 competition. A player can play for one club in a GYCL long format competition and a different club in the GYCL U16 T20 competition (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) 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.

c) All players must have registered for Play-Cricket accounts as found [here](#). Club should nominate players through the Play-Cricket league registration process to the GYCL.

6.3 Ineligible player

a) The following list of players are ineligible:

- Players that have played in a First-Class match, One Day Cup or T20 Blast fixture in the current or previous season.
- All overseas players.

b) It is advised that the competition has been created to support the retention of club cricketers and the rules above should be administered with an ethos to engage more cricketers, rather than select better players who play a large proportion of cricket.

7. Balls

a) It is recommended that the matches should be played with a pink ball. Each club should provide a new pink ball for every fixture, regardless of whether it is home or away. A new ball must be used at the start of each innings.

b) If the ball is lost during an innings, then every effort should be made to play with a pink ball but red balls may be used as a spare.

8. Umpires

a) The home and away side is responsible for selecting one umpire for each fixture. The umpires shall be selected for the whole match and may not play in the match. GACO umpires will be appointed for Finals Day.

9. Scorers and Match Result

9.1 Scoring

a) Each team shall provide their own competent scorer in all matches. If possible, scorers should endeavour to score the match electronically to Play-Cricket.com.

9.2 Results on Play-Cricket.com

a) The home side is required to enter the result and full scorecard details onto Play-Cricket.com within 24 hours of the match being completed (however, the losing team can if agreed).

9.3 Points

a) The following points system will apply:

- 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

9.4 League Matches

a) In the event of teams finishing on equal points in a league the higher placed team will be decided in the following order of priority:

- 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.

10 Fixtures

a) One fixture will be scheduled to take place per week as follows:

- Round 1 – w/c 30th June
- Round 2 – w/c 7th July
- Round 3 – w/c 14th July
- Round 4 – w/c 21st July
- Round 5 – w/c 28th July
- Round 6 – w/c 4th August
- Deadline to complete fixtures – Sunday 17th August
- Finals Day – 31st August

- b) Clubs are responsible for arranging a date for fixtures to be played in each game week, at least two weeks prior to the start of that game week. If agreement fails to occur between both teams, the first Monday in the game week shall become the default date.
- c) Fixtures that are not played during a window due to the weather can be rearranged, either during the competition window or after the final scheduled game, however this must come before the cut-off date. The home team manager is responsible for notifying the league administrator of the new date as soon as agreed by both clubs.
- d) Teams who are unable to raise a team for the scheduled fixture will concede the fixture and the fixture will not be re-scheduled. In this case the points are awarded to the opposing team.
- e) Managers are encouraged to contact each other at least 3 days before the fixture to confirm the number of players available.
- f) Fixture dates, days of the week and start times are agreed between clubs.
- g) County Finals - all county finals will be arranged by the GCF.
- h) Progression – the top two teams from each of the Performance leagues will progress to the Stuart Canvas U16 T20 Performance Finals Day. In the Development competition, only the top team from each of the Development leagues will progress to the Stuart Canvas U16 T20 Development Final.

11. Team Sheets

a) Each side must provide the umpire with a team sheet before the match identifying all players and showing the specific age group of all players.

12. Helmets and/or Faceguards

a) Any player playing in this competition shall be bound by the ECB Directive (see Safety Measures for Helmets within Recreational Cricket - [here](#)).

13. Fielding Regulations

a) No young player shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off-side, until the batsman has played at the ball.

b) Any young player in the U16 Club T20 Competition must wear a helmet and, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off-side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

c) NB - For matches which are rain affected please refer to the ECB 20 Over per side generic playing conditions.

Or please visit:

<https://www.ecb.co.uk/governance/regulations/non-first-class-regulations>

14. Extras

a) 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 U16 T20 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.

15. Contact

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