

## UNDER 9 RULES

1. Games shall be arranged by the two competing teams for a mutually agreed day during the week they are scheduled to be played.
  2. All Players must be under 9 years of age at midnight on 31st August 2010 i.e. School Year 4 pupils apart from girls who can be up to 10 years of age i.e. School Year 5 pupils.
  3. A team should ideally include at least two girls.
  4. The pitches shall measure 16 yards in length. Boundaries shall be set at a maximum distance of 25 yards from middle stump.
  5. The ball shall be of junior "Incrediball" specification (there is no requirement for helmets to be worn).
  6. A match is to be one innings per side with each innings being 16 x 6 ball overs
  7. Each side is to consist of eight players. A match is still valid if a team comprises of only seven players, provided the opposing team manager selects the player who will complete the fourth pairing.
  8. Each batting side will start their innings with a score of **100** runs.
  9. The batting side shall be divided into pairs, each batting 4 overs. The "pairs" shall be changed at the end of the fourth, eighth and twelfth overs.
  10. Batsmen shall have unlimited "lives" but each fall of wicket shall result in five (5) runs being deducted from the total. They shall change ends at the fall of each wicket.
  11. Bowling shall be from one end throughout the match. Each player shall bowl a total of two (2) x 6 overs and the bowler shall be changed at the end of each over.
  12. Bowling shall be either 'under arm' or 'over arm' at each players discretion.
  13. No fielder to be allowed within 10 yards of the striker until the ball is played. Fielders to rotate clockwise after each over so that all players get a turn in each fielding position, including acting as wicket keeper (note: no gloves required).
  14. Dismissals to be restricted to five methods namely, bowled, caught, run out, stumped and hit wicket, appeals for LBW to be declined.
  15. The striker, in the stance position, must not be allowed to obscure the view of "off stump" in readiness to receive a delivery. A "middle and leg" guard to be given.
  16. The bowler shall be penalised for a "no ball" when the delivery bounces three or more times/rolls along the ground, before reaching the striker, OR if the ball passes the striker above waist height when standing in an upright position. Bowlers are to be encouraged to bowl within the crease markings and only where there is persistent over-stepping, and after at least two warnings noted by both umpires, should a bowler be no-balled for over-stepping.
  17. "Wide ball" is only applicable when the delivery is clearly out of the striker's reach.
  18. The batting side shall be awarded two (2) penalty runs for a "wide ball" or "no ball" delivery. The ball to count as one of the over and an extra delivery is not allowed EXCEPT in the final over of each innings where two runs will be added to the score and the batsman shall receive an extra ball.
  19. The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets (recorded as the "net total").
  20. If any match ends in a "tie" the team losing the least wickets will be declared the winner.
- Four points for a win, no points for a defeat, one point each for a rained off game.