

North West Cricket League

Junior League Rules

1.General

1.1 All matches will be played in accordance with the laws of cricket as set down by the MCC/ECB and NWCL rules except where these have been varied by these rules.

1.2 Specific rules apply to certain age groups.

1.3 Junior Executive Committee have the right to change an age group competition in exceptional circumstances.

2.Structure

2.1 The NWCL Junior Executive Committee shall consist of representatives elected annually at the NWCL Junior AGM, which will be the Junior Chairperson and one representative (A Vice Chairperson) to the main NWCL Executive Committee.

2.2 The NWCL Junior Executive Committee shall be responsible for the running of Junior Cricket.

2.2.1 Junior Executive Committee Responsibilities include enforcing the junior rules, creating junior league/cup fixtures, dealing with disciplinary issues in partnership with senior Committee, junior finances, the organisation of NWCL junior representative cricket, junior league sponsorship, junior league and interleague social media, junior presentation, ensuring diversity and inclusion through discussions, winter indoor competitions and winter training for both league and interleague players (as applicable).

2.3 Full Junior meetings with club reps will be held at least twice a year as and when needed. One meeting shall be the AGM. Amendments to rules regarding Junior Cricket shall be included in the amendments process for changes to Senior Cricket rules.

3.Code of Conduct & the Spirit of Cricket

3.1 Clubs must adhere to the ECB Code of Cricket and Spirit of Cricket and other guidelines.

3.2 Disciplinary incidents should be referred to the Junior Executive. All Discipline cases will be handled by the League Disciplinary Committee.

3.3 All EDI issues shall be handled by the League EDI officers and may be referred back to Junior Executive Committee.

4.Responsibility of Team Managers

4.1 The team Managers are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

4.2 Matchday - Each team must provide a team manager for every game - Ideally there should be two coaches/representatives from each club at every junior match with at least one being first aid trained. Both would be responsible for their players.

4.3 Player information - It's recommended that coaches give each other information on players before the game that might affect behaviour on the pitch. Eg. Do you have a player with autism or any condition or disability that opponents need to be aware of?. This can be a verbal communication discreetly between managers, if a manager has any concerns.

5.Fair and Unfair Play

5.1 Clubs found to be playing an ineligible player, will have all points deducted for the games that the ineligible player has played for that club team that season at Junior Level.

6.Player Membership

6.1 Players must hold membership of the club for which they play and can only be registered at only one NWCL club at any one time.

6.1.1 All NWCL Junior competitions are mixed and are open for boys and girls, except girls' divisions, which are for girls only.

6.2 No player may play for more than one NWCL club in any NWCL cup age group competition during the same season however, clubs' players may also play in other leagues and cups for their NWCL registered club.

6.3 Junior players can only be nominated for trial and play for NWCL age group representative sides, unless the NWCL do not run representative sides at that age group.

6.3.1 Clubs that play their juniors in another junior league and Seniors in NWCL may choose which Interleague their junior players are to be eligible to play for. The club must nominate which Interleague their club's junior players will play in by the cut off of that league. (no later than start of season). Please note you can only choose 1 league per club and players would be able to trial for that league's interleague places.

6.4 Players must be under the age group age at midnight on 31st August in the year preceding the current season to compete in the relevant age group league or cup.

6.5 Girls may be aged up to one year older than the age group in which they intend to play to be eligible to play in mixed competitions.

6.6 Transfer of Junior Players will be under the same process as transfer of senior players.

6.7 Where more than 1 team has been entered into a league age group competition. A Club must designate a Main team and Development team. If two divisions are created for that season in that particular age group, the Main could be offered the chance to play in the top division but the Development team must play in the lower division.

6.7.1 No Interleague or County Players can play in the development team.

7. Bowling and Batting

7.1 The ECB fast bowling directive will apply in all matches to all players.

7.2 ECB batting directives will apply.

8. Fielding/Wicket-Keeping

8.1 ECB directives will apply.

8.2 Other than U9s, U11s and U13s, the nominated wicket-keeper cannot bowl.

9. Equipment

9.1 Match day clothing : Coloured clothing will be allowed with the prior approval of the NWCL committee but all players must be wearing the same. Please note: No pink kits, as these may clash with the pink ball if used.

9.2 Cricket Balls - Junior matches U11s-U18s must be played using a Pink Ball of correct size in each age, for both league and cup matches. Replacement balls during a match should also be pink.

10. Winning Team

10.1 The team who scores the most runs wins a match. A league match is tied if the runs are equal at the end of the game.

10.2 In the event of two or more clubs finishing on equal points at the top of the league table. The Division will be decided by the following: –

Each team's points gained for the games against each other in the competition (the head to head games) will be added together and the team with most points is the winner. If they're still tied, net run rate (NRR) will decide the winner.

If 2 or more teams are still on the same points after head to head games, then net run rate will decide the winner.

10.3 The winner of a cup match, where scores are equal, shall be the team which has lost the least wickets. If both sides are still tied, the game shall be completely replayed but the venue reversed.

10.4 The winning team of a league match shall be awarded 3 points. 2 points each for a tied game and 1 point each will be awarded where there is no result e.g. where the game has been unable to take place as a result of poor weather or other extenuating circumstances and every effort has been made to play the game.

10.5 If a team fails to honour a fixture and/or concedes, that team will receive no points for the game and the opposition will be awarded 3 points as for a winning team. Once a club has committed to play in an age group, it must fulfil all the fixtures otherwise, the NWCL League will issue the following penalties:

- 1 game conceded – written warning
- 2 games conceded – written warning
- 3 games conceded – written warning
- 4 games conceded – Fine £15 and £15 per game thereafter.

11. Scoring games for U13s to U18s only

11.1 Each club shall be responsible for the full and correct recording of matches played. Failure to have a competent scorer or, no scorer, will incur

1st offence – £5 fine

2nd offence – £10 fine

3rd offence – £15 fine and a payment (to be decided by the League) made to the scorer in attendance.

After the 3rd offence, the club will be referred to the Junior Executive Committee for possible points deduction from that Junior team.

12. Participation

12.1 Each club is encouraged to enter teams in at least 3 age groups out of the U9s, U11s, U13s, U15s & U18s.

12.2 In addition, if possible, clubs could enter girls teams in Girls 'divisions.

13. Administration

13.1 Each club pays a £100 subscription to the NWCL by April 30th each year by club direct debit/standing order (for most clubs this will be included in the cost of participation in the NWCL), to cover coaching, courses, representative trials, Junior InterLeague and League Presentation.

13.2 Fixtures and results are to be entered into Play Cricket online, which requires using the profiles of the full names of players. U9s and U11s require the basic result recorded. Whereas U13s to U18s requires a full scorecard.

13.3 Home teams are responsible for reporting the match result.

13.4 All results to be sent by TEXT (if not uploaded direct to play cricket straight after the game) to the results coordinator on the day, with the results placed onto Play Cricket no later than 3 days after the match. Any delays must be reported to the League Administrator who could impose penalties as required. (Please note: league fixtures disappear from play cricket about a week after the game has been played - if a scorecard isn't entered in this time it is very difficult to upload it once the deadline has passed).

13.5 Cup and League fixtures will be produced and published once Clubs have confirmed their age group teams, League and Cup playing intentions, on or before 14th January each year to enable fixtures to be produced for the season.

13.6 The Cup fixture dates published are play ON dates but teams may bring forward a cup fixture provided both clubs agree and this is confirmed to the League Administrator by email at Juniorsupport@nwcl.co.uk

13.7 Junior player registrations are to be done using Play Cricket which is also used for Senior player registrations. Juniors will also require 1 identification documents to be emailed to Registrations at Registrations@nwcl.co.uk to be approved and a photo to be uploaded onto the play cricket profile.

13.8 The League Administrator is the first point of contact to settle any disputes. Email juniorsupport@nwcl.co.uk

14. Matches and Cancellations

14.1 Managers or coaches whether umpiring or not can only 'coach 'when the ball is "dead". Mid-match coaching should be brief and not hold the game up, particularly when failing light is an issue.

14.2 Coaching during matches: At U9s, U11s and U13s, coaching is allowed between overs and at the fall of a wicket. U15s coaching is only allowed at the fall of a wicket, and no coaching during play is permitted at U18s.

14.3 When a batter reaches or passes the retirement runs for their age competition they must 'retire 'and will not be allowed to return (to be listed as 'retired not out 'on the final scorecard.)

14.3.1 A batter can continue their innings beyond the retirement runs if their 'retirement' would end the innings before the agreed number of overs have been bowled.

14.4 For a reduced overs game (not pairs cricket) – No bowler is allowed to bowl more than 1 fifth of the overs played. I.e. if you play 14 overs, $1/5 = 2.8$ (Round up to nearest whole number), in this case each bowler would be able to bowl 3 overs.

14.5 League fixtures to be played on the dates assigned to them in the Fixture List. Fixtures can be reversed if both clubs agree to do so and this is confirmed by both clubs by email to the League Administrator at Juniorsupport@nwcl.co.uk

14.6 The finals of league cup competitions to be played on the host clubs full size playing area with the wicket being on the main square.

14.7 Junior Cup Finals must be played on grass wicket/pitches. All other NWCL junior cricket games may be played on an artificial wicket if the home club so wishes. All grass pitches are to be prepared on or adjacent to the club's square.

14.8 Match cancellations are for weather/pitch reasons only and should be communicated to the opposition in sufficient time to prevent travel where possible.

14.9 In all Junior matches, the Umpires shall decide if a game should start or continue when there is doubt with regards to the pitch or weather. If the Umpires disagree then, the status quo will be maintained.

14.10 All cancelled Under 9 matches should be replayed where possible, confirmation of new date to be sent to League Administrator. email – Juniorsupport@nwcl.co.uk

14.11 A minimum of 7 players are required to start a game (excluding Under 9 and 11s) and a time limit of 30 minutes after the starting time to elapse before the opposing team may claim the game.

14.12 Away sides can offer to host the fixture if the home side cannot find a suitable date.

14.13 Cup matches cut short by the weather, shall be replayed as soon as is possible.

14.14 Games normally played on Sunday morning 9.45am start or earlier by mutual agreement but must not continue beyond the over in progress at 12.00pm. The time limit for innings is 1 hour 15 minutes with a 10 minute turn around period. Evening matches shall commence at 6.00pm. –

14.15 Junior matches affected by over runs or reserve days of senior NWCL cup competitions may rearrange affected fixtures.

14.16 Clubs fulfilling semi-finals and finals of LCB or ECB competitions may rearrange affected fixtures with their opponents selecting the alternative date and venue. The League Administrator needs to be informed once these have been fixed. Other matches may not be rearranged.

14.17 Special Permission to rearrange a game – If a game is being rearranged due to more than 2 County or interleague players at teams correct age group is accepted then games must be rearranged within 1 month of the initial fixture and that date has to be agreed prior to original fixture. Also at least 72 hours notice must be given to opposition and league .

14.18 Clubs fulfilling LCB/ECB final days following at the end. within 1 week of the date scheduled in the NWCL handbook.

14.19 Sub-standard umpiring shall be reported to the Umpires Secretary at Umpires@nwcl.co.uk

14.20 Sub-standard junior facilities or playing area should be reported to the League admin at admin@nwcl.co.uk

14.21 In all junior matches the boundary must be at least 25 yards from any part of the pitch.

14.22 Cup Tied Players – If a club merges during the season and that club has been knocked out of the cup. Players that played in earlier rounds of the cup competition will be cup tied for the remainder of the cup competition.

15.Rules for U9s Division

15.1 Games will normally be played on Sunday at 9.45am

- Pitch Length 15 yards
- Junior/senior size stumps
- Junior/youth incrediball
- 8 a side pairs cricket
- Duration 16 overs
- Maximum of 8 balls per over
- Both teams start innings on 200 runs
- 4 overs per batting pair
- Pairs change at end of 4, 8 and 12 overs

- Batting team loses 2 runs per wicket taken
- Unlimited batting lives with each life results in the loss of 2 runs from the total.
- Batters change ends on last ball of over.
- In the event of a run out, the striker shall return to the non-strikers end irrespective of who was actually out.
- Winner is the team with the most runs after deducting for fall of wickets.
- Bowlers bowl minimum of 2 and maximum of 3 overs unless the start of the match is delayed.
- The wicket-keeper may bowl.

15.2 Alternatively, a 6 aside game can be played with 12 overs per team by agreement between the two managers prior to the game.

Batting pairs change at end of 4 and 8 overs.

Bowlers bowl minimum of 2 overs and maximum of 3 overs.

16.Rules for U11s Division

16.1 Games will normally be played on Mondays at 6.00pm

- Pitch Length 17 yards
 - Junior/senior size stumps
 - Youth size 4.75 ounce pink cricket ball
 - 8 a side pairs cricket
 - Duration 16 overs
 - Maximum of 8 balls per over
 - Both teams start innings on 200 runs
 - 4 overs per batting pair
 - Pairs change at end of 4, 8 and 12 overs
 - Batting team loses 4 runs per wicket taken
 - Unlimited batting lives with each life results in the loss of 4 runs from the total.
 - Batters change ends on last ball of over.
 - In the event of a run out, the striker shall return to the non-strikers end irrespective of who was actually out.
 - Winner is the team with the most runs after deducting for fall of wickets.
 - Bowlers bowl minimum of 2 and maximum of 3 overs unless the start of the match is delayed.
 - The wicket-keeper may bowl.
 - Wicket-keeper can be changed once at Over 8 and can bowl.
 - A batting substitute (for injury etc.) shall only act as a non-striker whilst his team is batting so, the live batsmen receives continuous strike. Such substitute may only field and not bowl and his share of overs to be shared between the other players without exceeding their allocation.
- In the event of a team being unable to field 8 players (unless a player is injured during the game), the points or cup tie shall be forfeited to their opponents.

17.Rules for U11s Cup Matches

17.1 Rules as per League games except

An incomplete game shall be completely replayed if less than 10 over of the second innings has been completed.

The final will be played as a 20 over match, pairs cricket, 5 overs per pair and pairs change after 5, 10 and 15. Bowlers minimum of 2 overs maximum of 4 overs and maximum of 8 ball overs.

18.Rules for U13s Division

18.1 Games will normally be played on Wednesdays at 6.00pm

18.2 League Winners receive the Clitheroe Memorial Trophy and runners up receive the Lansdale Trophy.

18.3 Eleven a side rules

- Youth size 4.75 oz pink cricket ball
- Pitch length 19 yards
- Format 11 a side, one innings per side
- The winning team is the team with the most runs.

- Duration 20 overs (but in order to achieve a result overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.)
- The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- No bowler may bowl more than 3 overs.
- A batter is to retire when they have scored 25 runs. Note – if the scoring stroke takes a batsman past any stated retirement mark in any under 13, 15, 18 or third team format the extra runs to be credited.
- A Wicket Keeper can change after the 10th over of the innings.
- A Wicket Keeper can bowl a maximum 2 overs. Note - a fielder who's already bowled more than 2 overs, eg 3 overs, cannot become the wicket keeper.

18.4 Prize Qualifications (league matches only)

Batting: best average from a minimum of five innings and at least 150 runs.

Bowling: best average with at least 10 wickets taken.

Wicket-keeping – most dismissals.

Fielding: most catches (minimum of 5 excluding when wicket-keeping).

18.5 Ten a side Pairs cricket rules

- Pitch 19 yards
 - Youth size pink hard ball
 - Pairs cricket 10 a side
 - Duration of 20 overs, pairs change on 4, 8, 12, 16
 - Maximum of 8 ball overs
 - Players must bowl a minimum of 2 overs with a maximum of 3 overs
 - Wicket-keeper cannot bowl
 - A substitute (for injury etc.) shall only act as a non-striker whilst his team in batting so, the live batter receives continuous strike. Such substitute may only field and not bowl and his share of overs to be shared between the other players without exceeding their allocation.
- In the event of a team being able to field 8 players (unless a player is injured during the game), the points or cup tie shall be forfeited to their opponents.
- Each wicket loses 6 runs, matches start on 200, the winner is team with most runs after for deducting for fall of wickets.
 - The batter facing the last ball of the over cannot face the 1st ball of the next over.

19. Rules U13s Cup Matches (all teams)

19.1 Winners receive the Harrison Cup and runners up receive the Hutchinson Cup.

19.2 Rules are per the Under 13 league competition with the following additions and exceptions:

- An incomplete game shall be completely replayed if less than 10 overs of the first innings have been bowled.
- Duration 20 overs (up to and including the semi-final) but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.
- The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- The final shall be played on the basis of 25 overs each side with no bowler allowed to bowl more than 5 overs.

If the final becomes a reduced game, it will be subject to a minimum of 13 overs being completed in the 1st and 2nd

- Batters to retire when passing 50 runs.

20. Rules for U15s Division

20.1 Games will normally be played on Mondays at 6.00pm

20.2 League Winners receive the Baldwin Trophy

Games normally played on Monday evenings at 6.00pm

- Pitch length 22 yards
 - Pink senior ball 5.5oz to be used
 - Format: 11 a side, one innings per side
 - Duration 20 overs but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.
 - The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- No bowler may bowl more than 4 overs
A batter to retire on reaching 50 runs
The winning team is the team with the most runs.

20.3 Prize Qualifications (league matches only)

Batting: best average from a minimum of five innings and at least 200 runs.

Bowling: best average with at least 12 wickets taken.

Wicket-keeping – most dismissals.

Fielding: most catches (minimum of 5 excluding when wicket-keeping).

21. Rules for U15s Cup Matches

21.1 Winners receive the Mervyn Porter Cup and runners up receive the Hutchinson Cup.

21.2 Rules are per the Under 15 league competition with the following additions and exceptions:

- An incomplete game shall be completely replayed if less than 10 overs of the first innings have been bowled.
- Duration 20 overs (up to and including the semi-final) but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.
- The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
- The final shall be played on the basis of 25 overs each side with no bowler allowed to bowl more than 5 overs.

If the final becomes a reduced game, it will be subject to a minimum of 13 overs being completed in the 1st and 2nd

- Batters to retire when passing 100 runs.

22. Rules for U18s Division

22.1 Games will normally be played on Thursdays at 6.00pm

22.2 The winners receive the Sykes Challenge Cup and the runners up receive the J. D. Bond Cup

- Games normally played on Monday evenings at 6.00pm
 - Pitch length 22 yards
 - Pink senior ball 5.5oz to be used
 - Format: 11 a side, one innings per side
 - Duration 20 overs but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.
 - The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
 - No bowler may bowl more than 4 overs
 - A batter to retire on reaching 50 runs
- The winning team is the team with the most runs.

23. Rules for U18s Cup competition

23.1 The winners receive the Jake Tatlock Trophy

23.2 Rules are per the Under 18 league competition with the following additions and exceptions:

- An incomplete game shall be completely replayed if less than 10 overs of the first innings have been bowled.
 - Duration 20 overs (up to and including the semi-final) but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 10 overs.
 - The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 10 overs must have been completed.
 - The final shall be played on the basis of 25 overs each side with no bowler allowed to bowl more than 5 overs.
- If the final becomes a reduced game, it will be subject to a minimum of 13 overs being completed in the 1st and 2nd innings.
- Batters to retire when passing 100 runs.

24.Lancashire Knock Out (LKO) Cup Matches

24.1 U11s, U13s & U15s LKO matches will normally be played on Thursdays at 6pm

24.2 LKO rules apply

25.Girls 'U13s Softball Division (these rules are based on Dynamo's Cricket)

25.1 Girls up to and including the age of 13 on 31st Aug 2025 may participate.

25.2 Pitch length 15 yards or 17 yards track (U11s or U13s length Track can be used)

25.3 Default 6 aside (coaches may agree to play more girls per side)

25.4 Default game – 75 Balls -15 sets per innings. (5 balls per set), Coaches can agree to play less or more sets per game dependant on number of players, weather, time etc, minimum balls to constitute a game would be 45 balls.

Please adjust batting and bowling maximum dependant on number of sets being played.

25.5 Bowling – Each player must bowl at least 1 set (5 Balls) Maximum of 3 sets (15 Balls). Based on 75 balls.

- Wicket Keeper can bowl
- No more than 2 sets can be bowled by same bowler consecutively
- All Balls bowled from one end per innings.
- Overarm bowling encouraged for all players (straight arm)
- 2 Bounces allowed unless underarm, then only 1 bounce. Above this is classed as a no ball.
- No Balls and Wides count as 2 runs to batting side.
- After a no ball/wide the batter receives a free hit from the tee unless the no ball scored a boundary. (therefore no free hit will be awarded). This ball is counted within the 75 balls as a ball bowled.
- Free hit – Following a no ball or wide (exception above) the batter receives a free hit from the batting tee, and any runs scored are added to the total for that delivery. Must be hit off the tee in front of square. (Forwards or sideways from the batting crease, not behind or backwards).

25.6 Batting – Battings in pairs.

• 5 sets per Pair (25 Balls).

• Umpires use discretion to swap batters so that each girl is given an equal opportunity to contribute.

• Batters can score by runs (even if not hit the ball,) 4 for hitting past the boundary and 6 for hitting over the boundary.

• Batters can be out caught, bowled, hit wicket, stumped or run out.

• When a batter is out, the fielding side is awarded 4 runs.

• Batters must swap end when a wicket is taken

25.7 Fielding – recommendation - In order to develop all players, try to swap fielders around to give them a chance at all fielding positions.

25.8 Scoring – Use ECB's countdown cricket app (can be downloaded on ISO and Android devices), result to be sent to Tracey Brooks after the game with the total scores for each innings. Home team responsible for submitting the results.

25.9 Points – 3 points for a win, 2 points for a tied game and 0 points for a loss. 0 points also awarded for conceded games, with opponents being awarded 3 points. 1 point each team for an abandoned or cancelled game.

26. Girls 'U16s Hardball Cricket Division

26.1 2025 Girls up to and including the age of 16 on 31st Aug 2025 may participate.

26.2 Pitch length 22 yards. (A 19 yard track can be used if agreed between coaches.)

26.3 8 a side. 16 or 20 over match.

26.3.1 Senior pink ball 5.5oz or Women's pink senior ball to be used.

26.4 Games will normally be played on Tuesdays at 6.00pm.

26.4.1 Duration 16 overs but in order to achieve a result, overs are reduced by 1 over every 6 minutes for a delayed start to a minimum of 8 overs.

26.4.2 The run rate for the first batting side shall be their full innings and shall be based on their full allotted overs (i.e. a side declaring or dismissed shall be assumed to have batted their full overs. The run rate for the second batting side shall be their score at the completion of the last full over divided by the number of full overs bowled. At least 8 overs must have been completed.

26.5 Bowling – Maximum overs per bowler is 3.

- Wicket Keeper can bowl

- Overarm bowling encouraged for all players (straight arm)

- No Balls and Wides count as 2 runs to batting side. No extra balls bowled.

- Last ball of last over of innings must be a legitimate ball, so an extra ball (or balls) is allowed if last ball is a no ball or wide, until game is completed with a legitimate delivery.

26.5.1 ECB bowling directives apply.

26.6 Batting – Batters can be out caught, bowled, hit wicket, stumped or run out.

26.6.1 Batters - ECB directives on equipment apply.

26.6.2 Batters must retire after they pass 50 runs. Batters can return after the last wicket in the order they retired in.

26.7 Fielding/Wicketkeeping - ECB directives on equipment apply.

26.8 Scoring – Matches to be scored on Play Cricket. The result to be sent by TEXT to league administrator after the game. Home team responsible for submitting the results.

26.9 Points – 3 points for a win, 2 points for a tied game and 0 points for a loss. 0 points also awarded for conceded games, with opponents being awarded 3 points. 1 point each team for an abandoned or cancelled game.

26.10 The winners receive the NWCL Trophy.

26.11 Prize Qualifications (league matches only)

Batting: Most runs from a minimum of five innings.

Bowling: Most wickets with at least 6 wickets taken.

Wicket-keeping – Most dismissals.

Fielding: Most catches (minimum of 5 excluding when wicket-keeping).

Appendix

NWCL Junior League Code of Conduct and Spirit of Cricket

The NWCL Code of Conduct incorporates the Spirit of Cricket as set out below. Any player playing in NWCL competitions will be deemed as agreeing to abide by the ECB and League's code of conduct and disciplinary procedures.

The Managers, Captains and Club administrators are responsible for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws of Cricket.

For players, team officials, club members, parents and supporters specifically, but not exclusively, this means that:

- They must accept the umpire's decision. They must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or a spectator
- They shall not intimidate assault or attempt to intimidate or assault an umpire, another player or a spectator

- They shall not use crude and/or abusive language nor make offensive gestures or hand signals nor deliberately distract an opponent
- They shall not make racially abusive comments or any other derogatory comments directed at an individual's personal characteristics such as gender, sexual orientation or physical appearance or ability nor indulge in any form of abusive actions against fellow players, officials, members and supporters
- They shall not use or in any way be concerned in the use or distribution of illegal drugs, including any substance the use of which is restricted to young people under the age of 18.
- They should not drink alcohol whilst in an official position at an NWCL match (Coach, Team Manager, Umpire). This reflects a negative image and will impact on the individuals duty of care to the players within the match.

For the avoidance of doubt clubs will be held responsible for the actions of their members and hence they must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and especially in Junior cricket, coaches and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires
- Play hard and play fair
- Clubs are responsible for providing umpires that operate in an independent manner
- Accept the umpire's decision
- Create a positive atmosphere by your conduct and encourage others to do likewise
- Show self-discipline, even when things go against you
- Congratulate the opposition on their successes and enjoy those of your own team
- Thank the officials and your opposition at the end of the match, whatever the result
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket
- When clubs encounter breaches of the Spirit of Cricket or this code of conduct they are encouraged to report such breaches to the Junior League officials.

The NWCL is committed to maintaining the highest standards of behaviour and conduct.