

U15 CSPL League Rules and Playing Conditions

2022 Season (version 1.0)



Unless specified otherwise, the Laws of Cricket (<https://www.lords.org/mcc/the-laws-of-cricket>), 2017 Code 2nd Edition 2019, apply.

Tournament Format

Each match will be 30 overs. Each team will play each other twice, 'home' and 'away'. 10 points shall be awarded for a win, with 5 points shared between the teams in the case of a tie or abandonment of the fixture. The winner of the league shall be the team with the most points once all matches have been played (or abandoned). If more than one team has the same number of points, net run rate shall be used to identify the winner.

Scheduling fixtures is the responsibility of the clubs and should take steps to reschedule if bad weather is likely. If rescheduling is not possible (forcing playing a shortened game), or the minimum number of overs (5) have already been bowled, the result of the match shall be determined by the Duckworth-Lewis-Stern method.

It is preferable that two matches are played on one day to ensure best use of ground availability. If so, a minimum break of 30 minutes is required between matches.

Venues

Each team has the right to host their home matches at a suitable venue of their choosing, but may forfeit this right if securing availability is not possible.

Venues are preferred to meet the following criteria:

1. Permanent artificial or grass pitch
2. Space for a 50 metre boundary measured from the middle stump at each end of the pitch

The following venues are approved for hosting matches:

- Basel - Bachgraben
- Cossonay - En Marche
- Embrach
- Geneva - Bout du Monde



- Winterthur - Deutweg

For other venues, approval must be sought from the League Committee before scheduling a match.

Player Qualification

Players are qualified to play in the competition if they are 13 or 14 years old on the 01.09.2021 (with exceptions below). If the tournament runs beyond 31.08.2022 (i.e. into the next junior season), the qualifying age group does not change and eligibility of players does not change.

Underage Players

Underage (i.e. U13) players may be used if required to be able to field a team of 11, but should not be considered the usual case and preference should always be given to a player of the appropriate age group.

Overage Players

Overage (i.e. U16/17) players are only permitted to play if approved via the Cricket Switzerland Overage Player Process by the Youth Development Officer. If this approval has been granted, the player is considered to be U15 for the tournament.

Guest Players

If a visiting side is short of players and the home side has extra, then the extra players may be loaned to the visiting team for the match. This should not result in extra matches for the guest players.

Officials

All teams must provide one qualified umpire and one qualified scorer for each of their team's matches. Minimum qualification criteria:

- Umpire - ECB ACO Stage 1 or equivalent ([ECB ACO course is available online](#))
- Scorer - ECB ACO Basics of Scoring or equivalent ([ECB ACO course is available online](#)). Familiarity with CricHQ is also required - a video course running through the basics is [available online](#).

All matches will be scored on CricHQ by two scorers.



Playing Rules

Law 7 - The Crease

In addition to the provisions of [Law 7](#), the following applies:

1. Additional Crease Markings - As a guideline to the umpires for the calling of Wides on the offside, 'wide line' crease markings may be marked at each end of the pitch as per the diagram in [Appendix A](#).

Law 11 - Intervals

In addition to the provisions of [Law 11](#), the following shall apply.

1. If the umpires deem one necessary, a 5 minutes drinks interval shall be scheduled at the end of the 15th over (for a full length innings). If, however, a wicket falls or a batter retires within 5 minutes of the agreed time then drinks shall be taken immediately.

Law 13 - Innings

In addition to the provisions of [Law 13](#), the following shall apply.

1. No bowler shall bowl more than 6 overs in an innings. Although there is no minimum number of overs, coaches and captains are expected give opportunities to all players that want to bowl.
2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
 - a. For innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - b. For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
3. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.

Law 17 - The Over

In addition to the provisions of [Law 17](#), the following applies:



1. If, due to wides or no balls, the total number of deliveries in the over reaches 10, the over shall be considered complete.

For clarity, wides and no balls carry one penalty run and are rebowled (notwithstanding above).

Law 19 - Boundaries

In addition to the provisions of [Law 19](#), the following applies:

1. The boundary shall be marked as close as safely possible to, but no further than, 50 metres as measured from middle stump at each end of the pitch, with two semi-circles connected by parallel lines.

Law 22 - Wide

In addition to the provisions of [Law 22](#), the allowance for deliveries on the leg-side shall be $\frac{1}{3}$ of that of the off-side.

Law 25 - Batter's Innings

In addition to the provisions of [Law 25](#), the following applies:

1. In order to promote participation, a batter may also be "Retired - not out" voluntarily by the batter or coach once the batter has scored 50 runs. A batter retired in this way may only bat again once all other batters are dismissed or are retired, in the order of retirement.

Law 28 - The Fielder

In addition to the provisions of [Law 28](#), the following shall apply.

Powerplay

- 1.1 Subject to 1.5 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- 1.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (see [Appendix A](#)). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.



- 1.3 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- 1.4 During the non Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 1.2 above.
- 1.5 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	Number of overs for which fielding restrictions in clauses 1.2 and 1.4 above will apply
5-8	2
8-14	3
15-19	4
20-24	5
25-30	6

- 1.6 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 1.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

Fielder Safety

- 1.8 For safety reasons, a fielder may not stand closer than 7.3 meters (8 years) from the batter'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, regardless of protective equipment.

Law 41 - Unfair Play

In addition to the provisions of [Law 41](#), the following applies:

1. A bowler shall be limited to one fast short-pitched delivery per over.
2. A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

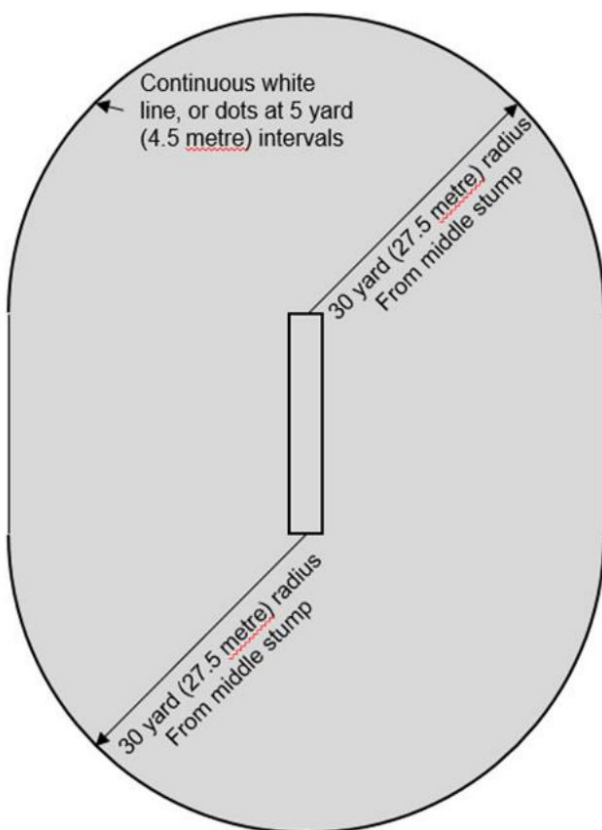


3. The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
4. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, shall be called a No ball. For the avoidance of doubt any fast short pitched delivery that is called a No ball under this clause shall also count as one of the allowable short pitched deliveries in that over.
5. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 2 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.



Appendix A

Inner Ring





The Creases

