

AGE	U14 as at 1 st September 2024 (U15 for girls)
ELIGIBILITY	Players must be registered online in PlayHQ before they can play.
COACH	Accredited Community Level 1 Coach.
GAME TYPE	20 overs maximum per side.
BALL	Pink two-piece leather 156g Kookaburra (Turf or Practice). May be a used ball if both sides agree.
TIME	160 minutes (2 hours & 40 minutes) Innings 5:00pm → 6:15pm Innings 6:25pm → 7:40pm
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & while wicket-keeping. Stem guards are strongly recommended. Be mindful of wicket-keepers Pads, Gloves and Protector must be worn at all times whilst batting & wicketkeeping. Additional safety equipment can be worn based on match conditions or personal preference. 2 sets of standard stumps with bails Measuring tape or string to measure boundary. Boundary markers (cones).
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 40 to 45m Circle from middle of the pitch. All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players.
TEAM	<ul style="list-style-type: none"> 7 Minimum, No Maximum. 12 Max Recommended 11 Maximum on field at any given time.
MATCH RESULTS	<ul style="list-style-type: none"> Win 2 points, Loss 0 points, Tie/Draw/Abandoned 1 point No "Super Overs" in U14's in the case of a Tie If teams are equal on Points, they will be separated by: (Runs Scored/Wickets Lost)/(Runs Conceded/Wickets Taken) Finals that result in a Tie will be decided by the greatest number of 6s then 4s.
DELAYS	<ul style="list-style-type: none"> Each 3 ½ minutes lost reduces both innings by 1 over. The revision of the number of overs should ensure that both teams could bat for the same number of overs.
WET WEATHER	<ul style="list-style-type: none"> The home team is responsible to assess the state of the ground and to advise the opposition if the ground is unsuitable for play. It is acceptable for the Home team to source an alternative and advise the association and opposition of the change of venue.

BATTING 	<p>Compulsory retirement after 12 balls including wides and no balls, unless dismissed earlier.</p> <p>Compulsory retired batters may return after all players are out or have completed 12 balls.</p> <p>Not out players may then return in any order and do not have to retire again.</p> <ul style="list-style-type: none"> Retired batters are to marked "Retired Not out". The innings closes after 10 wickets have fallen, or 20 overs are completed, or at a fall or wicket or retirement there are no further batters available to come in. All modes of dismissal count. 							
	<p>Wicketkeeper does not have to bowl</p> <p>2 overs must be bowled by each player before a 3rd can be bowled</p> <ul style="list-style-type: none"> Maximum of 6 deliveries in an over, except in the final over where 6 legal deliveries must be achieved. Wides and no-balls incur a 1 run penalty. Overs to be bowled in blocks of 5 from each end. No fielder may take up a position in front of or in line with the popping crease less than 10m from the batter. At the instant of delivery there shall not be more than 5 Fielders on the leg side. The following fielding restrictions apply. On the boundary means "within 10m of the boundary": <table border="1"> <tr> <td>Over 1→5</td> <td>2 fielders max on the boundary</td> </tr> <tr> <td>Over 6→10</td> <td>3 fielders max on the boundary</td> </tr> <tr> <td>Over 11→15</td> <td>4 fielders max on the boundary</td> </tr> <tr> <td>Over 16→20</td> <td>5 fielders max on the boundary</td> </tr> </table>	Over 1→5	2 fielders max on the boundary	Over 6→10	3 fielders max on the boundary	Over 11→15	4 fielders max on the boundary	Over 16→20
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BOWLING AND FIELDING 	<ul style="list-style-type: none"> A wide or leg-side wide will be only be called if the ball, when bowled on the matting, deviates off the matting prior to the batting crease line. Bouncers over shoulder height are no-balls. No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. Any ball bouncing more than once before reaching the popping (batter's) crease is a No Ball. No Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. Batters can hit these balls. Umpires are directed to call 'Dead Ball' for a ball that acts in an unnatural manner after striking the gap on hard wicket matting. This ball is to be re-bowled. Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player. 							
UMPIRING	<ul style="list-style-type: none"> Final's rules are the same as minor rounds except that players must qualify for finals. Where a club has 2 sides, players may only play finals in the team they have played the most games for. Players must have played 3 T20 u14s games to qualify. Balls for final matches will supplied by the association and must be used for the match. 							