

UNDER 14 SCOTTISH CUP 2021

RULES

1. The control of the Competition shall be undertaken by the Competitions Management Group of Cricket Scotland and all decisions reached shall be final.
2. The Competition is open to all cricket clubs who are affiliated to Cricket Scotland.
3. A boy/girl may represent a club in the Competition if he/she is under 14 years of age at midnight on 31 August prior to the season of the Competition. No boy/girl shall play for more than one club in the Competition in the same season. This applies when a Competition is continued forward to the following season due to circumstances such as weather. All boys/girls must be junior members (or equivalent) of the club they represent.
4. Each club shall provide a ball for the match. Unless otherwise agreed a new ball should be provided.
5. The club drawn at home shall be responsible for all match arrangements and must offer its opponents three dates, including a weekend date where the clubs are located more than fifty miles apart. **The visiting team shall be equally responsible for seeing that fixtures are arranged.** Alternative venues should be sought if necessary, where a ground is not readily available because of senior cricket.
6. Each club shall provide one umpire and one scorer except in the Semi-finals and Final when neutral umpires shall be appointed.
7. In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for any other reason, then in the last resort the decision shall be made by the toss of a coin between the two team managers when both are present. In the event of the two team managers not being able to be present, the tossing of the coin shall be referred to Cricket Scotland.
8. In the event of 'no result' being achieved, clubs may play on an alternative date agreed by the team managers. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", it shall have the option of reversing the venue on the agreed alternative date. This option will not apply if the Away Club has been advised that the ground is unfit for play but, nevertheless, decided to travel. Where the Away Club wishes to take up the option of reversing the venue the Home Club must be informed on the day and this reversal and the agreed date should be intimated to Cricket Scotland by the Away Club.
9. It shall be the responsibility of the **winning club** to advise the result – and match scores - to Cricket Scotland by e-mail to georgeburns@cricketscotland.com immediately after each match.
10. Any queries should be directed to Cricket Scotland, National Cricket Academy, MES Sports Centre, Ravelston, Edinburgh EH4 3NT - Tel: 0131 313 7420, Fax: 0131 313 7430 or e-mail : georgeburns@cricketscotland.com

PLAYING CONDITIONS

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22) :-**

1. The pitch shall be 18 metres in length.
2. The ball shall weigh 4³/₄ozs.
3. Each team shall comprise 11 players.
4. Each game shall consist of one innings per side. Each innings shall be of 20 overs duration. A minimum of 10 overs per side will constitute a match. If the number of overs available to each side is not equal then run rate must be used to decide matches.
5. No bowler shall bowl more than 4 overs in a match. In matches of less than 20 overs a side, the number of overs per bowler must be reduced pro rata.
6. When a batsman reaches or passes the personal total of 30 runs they must retire and will not be allowed to return. A batsman can continue their innings beyond 30 if their retirement would end the innings before the agreed number of overs have been bowled.
7. The team scoring the most runs in its innings shall be the winner.
8. In the event of the scores of each team being equal the winner shall be determined as follows:
 - (a) The team which has taken the greater number of wickets. Batsmen that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost. See Appendix A for examples.
 - (b) If still equal the side with the higher score at the end of 19 overs. If still equal the score at the end of 18 overs, 17 overs etc until a result is achieved. In the event a side is bowled out in less than 20 overs, then the side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings. See Appendix A for examples.
 - (c) If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved. If a bowl out is not possible, the winner will be decided by the toss of a coin.
9. **Fielding Restrictions**
 - 9.1 No fielder, except the wicket-keeper, shall be allowed to field nearer than 11 yards (10 metres), measured from the middle stump, except behind the wicket on the offside, until the batsman has played the ball.
 - 9.2 This minimum distance applies even if the player is wearing a helmet.
 - 9.3 Should a player come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.
10. **Helmets**

Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket.

APPENDIX A

Examples of tied scores and determination of winning team.

Example 1

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs. They lost 5 batsmen and 2 of their batsmen retired not out. (Again, Batsman number 9 is at the crease at end of innings). Their score is 118 for 5 after 20 overs.

Team A win on fewer wickets lost - Rule 8 (a).

Example 2

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs.

Team B have only 9 players. They also score 118 runs and are bowled out in 19.3 overs. They lost 3 batsmen and 5 of their batsmen retired not out. (Their final wicket being one of the 3 batsmen dismissed). As the missing players are considered to be wickets lost under cricket laws, their score is 118 for 5 after 19.3 overs. After 19 completed overs they were on 117 runs.

Team A win as they have lost fewer wickets - Rule 8 (a).

Example 3

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs.

Team B also score 118 runs and are bowled out in 19.3 overs. They lost 3 batsmen and 7 of their batsmen retired not out. (Their 10th wicket being one of the 3 batsmen dismissed). Their score is 118 for 3 after 19.3 overs. After 19 completed overs they were on 117 runs.

Team B win as they have the higher score after the 19th over having lost the same number of wickets - Rule 8 (b).

Example 4

Team A score 118 runs in their allocated 20 overs. Three of their batsmen were dismissed and 4 of their batsmen retired not out. (Batsman number 9 is at the crease at end of innings). Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 runs. After 18 completed overs they were on 107. After 17 completed overs they were on 99 and after 16 completed overs they were on 95.

Team B also score 118 runs and are bowled out in 16.3 overs. They lost 3 batsmen and 7 of their batsmen retired not out. (Their 10th wicket being one of the 3 batsmen dismissed). Their score is 118 for 3 after 16.3 overs. After 19 and 18 and 17 'completed' overs their score of 118 does not change. After 16 overs they were on 116.

Team B win as they have the higher score after the 19th over (118 v 110) having lost the same number of wickets - Rule 8 (b).

Example 5

Team A score 118 runs in their allocated 20 overs. Six of their batsmen were dismissed and 2 of their batsmen retired not out. (Batsman number 10 is at the crease at end of innings). Their score is 118 for 6 off 20 overs. After 19 completed overs they were on 110 runs. After 18 completed overs they were on 107. After 17 completed overs they were on 99 and after 16 completed overs they were on 95.

Team B have only 9 players and also score 118 runs and are bowled out in 16.3 overs. They lost 4 batsmen and 4 of their batsmen retired not out. (Their final wicket being one of the 4 batsmen dismissed). As the missing players are considered to be wickets lost under cricket laws their score is 118 for 6 after 16.3 overs. After 19 and 18 and 17 'completed' overs their score of 118 does not change. After 16 overs they were on 116.

Team B win as they have the higher score after the 19th over (118 v 110) having lost the same number of wickets - Rule 8 (b).

APPENDIX B

COVID RULES

This appendix is for the purposes of the 2021 season to deal with issues that may arise from matters related to the Covid pandemic.

1. All ties in the competition will be played in accordance with the Scottish Government regulations / restrictions and Cricket Scotland guidance which are in force from time to time.
2. Where there is a conflict between these competition rules and the Scottish Government regulations / restrictions and the Cricket Scotland guidance, the Scottish Government regulations / restrictions and Cricket Scotland guidance shall take precedence.
3. Where a tie cannot be played on the scheduled date due to a **Covid Occurrence**, both sides will provide a brief report to Cricket Scotland by email, as soon as the issue is identified and certainly no later than 24 hours after the tie's scheduled date, setting out the circumstances for consideration by the Competitions Management Group (CMG).

A **Covid Occurrence** can be where a club is unable to fulfil the tie because of an outbreak of Covid at the club requiring players to self-isolate as a result of close contact with the individual who had contracted Covid or where Government travel restrictions mean that the tie cannot be played.

4. The CMG will consider the report and either determine the tie or advise the clubs how it is to be determined.
5. The CMG reserve the right to abandon the competition if in its view, because of the Covid situation and Government regulations / restrictions, it will not be feasible to complete the competition by the date of the reserve date of the Final taking account of all relevant circumstances.