

THE ESCA UNDER E11 HARDBALL COMPETITION

RULES FOR THE TOURNAMENT

1. Each team will consist of 8 players who will bat in pairs. Squads may be of up to ten players.
2. Each pair of batters will bat for three consecutive overs.
3. No bowler may bowl more than **two** overs in any one game.
4. The wicketkeeper may not bowl.
5. In the event of an injury to a player a substitute will be allowed on the field but not bowl. Should such an injury prevent the player from batting, a substitute from the team's squad will be allowed to bat.
6. Each team will commence its innings with a score of 200. When a batter is out for any reason **five** runs will be deducted from the total. Otherwise runs will be scored in the normal way.
7. If a batter is dismissed he/she will not face the next delivery, even if this means changing ends.
8. The pitch shall be 17 yards long.
9. The ball shall be 4³/₄oz.
10. Unless otherwise stated, the normal laws of cricket will apply EXCEPT THAT the penalty for a Wide or No Ball shall be 2 runs and no extra ball will be bowled in the over. Runs (from No Balls) or Extras (from No Balls and Wides) will also be scored. In the final over of each innings the laws of cricket will apply with regard to Wides and No Balls.
11. No-one may field within 11 yards of the wicket, measured from the middle stump, except behind the wicket on the off-side. A fielder may move into the restricted area to make a catch or to field a ball provided he was outside the area when the stroke was made.
12. Result. In the Final and League Play-Offs should the game end with the scores level then the teams shall compete in a one over per side eliminator to decide the winner.
 - a) The team batting second in the match will bat first in the one super over eliminator.
 - b) The loss of two wickets in an over ends the team's one over innings.
 - c) In the event of the teams having the same score after the one over per side eliminator being completed the process will be repeated until a winner is decided.

- d) The side that scores the most runs will be the winner.
 - e) With each subsequent over the batsman and the bowler will change.
 - f) The fielding regulations in place at the end of the game should be the same regulations used for the super overs.
13. In accordance with the recommendation of the ECB, cricket helmets must be worn when batting or keeping wicket standing up. The ECB fast bowling regulations will apply.
14. The captain is in sole charge on the field and any coaching from the side by team managers or parents is to be discouraged.
15. The decision of the Executive Committee is final in regard to any disputes or infringement of the rules.

RULES FOR AN INDOOR COMPETITION

Normal rules will apply except:

1. No bowler may bowl more than two overs.
2. Bowling will be from one end only.
3. Ball striking the side walls/behind wall first will gain 1 bonus run to be added to the score.
4. Ball striking boundary wall first after having bounced will gain 6 runs to be added to the score and will be counted as a boundary.
5. Ball striking the boundary wall first without striking the floor will gain 4 bonus runs to be added to the score and will be counted as a boundary.
6. Should batters complete a single by running, this will count as 2 runs to be added on to any bonus runs. As in normal cricket, runs cannot be added on to a boundary.
7. No runs scored for hitting the roof.

Dismissals

As in normal cricket, but with the following addition:

- a) a batter may be caught out one or two handed off a side wall, the wall behind the wicketkeeper or the roof, provided that the ball has not already bounced or struck the boundary wall. Any bonus runs from striking the walls shall not count.
- b) a ball which strikes the boundary wall after having struck a side wall or the roof may be caught, resulting in a dismissal.

BOWL OUT RULES

1. Team shall consist of **six** players

2. A toss will be taken with the team winning the toss having the option to bowl first or second.
3. All players shall bowl at three stumps from a distance of 17 yards.
4. Ball shall not bounce more than twice to be a legitimate delivery.
5. A ball which hits the side or top netting (indoors) shall be called a no-ball but no extra ball shall be bowled.
6. The winning team shall be the one which scores the most hits in its six balls
7. If after both teams have bowled the scores are level, then bowling will continue alternately as a sudden death situation.

A bowl-out will be used, if necessary, at the national finals. At but can be used at an earlier stage in the competition.