



Wiltshire Youth Cricket League

League Structure for 2026

As Wiltshire Cricket Ltd take over the running of the Wiltshire Youth Cricket League we are keen to work with the clubs to ensure that the competition & leagues on offer allow young players to enjoy every aspect of cricket and that there is something for everyone.

The overriding values and ethos we are looking to create is one of respect, enjoyment and participation.

Following on from the end of season survey and meeting we are proposing the following. Depending on entry numbers there might be multiple divisions in each league (which would more than likely be split by geography):

CURRENT	PROPOSED	POTENTIAL GEOGRAPHICAL SPLIT
	Under 10 Pairs Development League	To be confirmed dependant on entries
Under 11 ECB Hardball	Under 11 Pairs Development League	Central, North, South
Under 11 T20 Div 1	Under 11 T20 Performance	
Under 11 T20 Div 2	Under 11 T20 Development	North, South
Under 13 League Div 1	Under 13 Performance League	
Under 13 League Div 2	Under 13 Development League	North, South
Under 13 T20	Under 13 T20 Performance	Central, North, South
Under 15 League Div 1	Under 15 Performance League	
Under 15 League Div 2	Under 15 Development League	North, South
Under 15 T20	Under 15 T20 Performance	Central, North, South
	Under 17 T20 Development	To be confirmed dependant on entries
Under 19 T20	Under 19 T20 Performance	To be confirmed dependant on entries

N.B The exact makeup of the leagues will depend on entries. Clubs will have the opportunity to express any preference when entering the leagues.

Development

The Development Leagues are intended to be non-competitive and encourage teams & players to develop their skills, nurture a love of the game, enjoy playing with their peers/friends and ensure everyone gets a bat & bowl. Winning should be seen as a bonus but participation and development are the predominant aims.

The leagues will show on Play-cricket, but points will not be awarded

After each game team managers/coaches will log onto Play-cricket to 'mark' the opposition relating to 'The Spirit of Cricket'. These may include behaviour, fair play, respect, teamwork and enjoyment. At the end of the season the club with the highest score will receive 'The Spirit of Cricket' trophy.

Performance

The Performance Leagues are intended to be competitive and encourage a healthy fair play game spirit. Players will be encouraged to take satisfaction from improvement and develop skills further in a more competitive arena. Clubs may utilise their best players to turn games around and stronger teams may be selected. 'The Spirit of Cricket' should still be at the forefront of every game and clubs will be asked to remind their players throughout the season.

Points will be awarded for batting, bowling and winning.

The team finishing at the top of the league will receive a winners shield and individual medals.

Entering leagues

Clubs are encouraged to enter their teams in the most appropriate league for the age, experience and ability of their players. This will ensure that games are competitive, enjoyable and encourage player retention. Clubs can enter multiple teams per league and per age group.

Wiltshire Cricket Ltd have the overall decision on which leagues clubs can enter and may move clubs (with discussion and agreement) if they feel a different league is more appropriate.

All games will be played in line with the ECB General Conduct regulations.



Wiltshire
Cricket

U10 Pairs League	U11 Pairs League	U11 T20	U13 League	U13 T20	U15 League	U15 T20	U17 T20	U19 T20
Development	Development	Performance & Development	Performance & Development	Performance	Performance & Development	Performance	Development	Performance
Have Fun	Develop Skills	Winning is a Bonus	Play & Compete	Play to Win	Play & Compete	Play to Win	Play & Compete	Play to Win
<ol style="list-style-type: none"> 1. Transition to Hard Ball 2. Nurture love of the game 3. Everyone bats and bowls 4. Have fun and come back for more 5. Play with Friends 	<ol style="list-style-type: none"> 1. Develop basic skills 2. Nurture love of the game 3. Everyone bats and bowls 4. Have fun and come back for more 5. Play as a team 	<ol style="list-style-type: none"> 1. Develop basic skills 2. Nurture love of the game 3. Have fun and come back for more 4. Teamwork & resilience 5. Improve technique 	<ol style="list-style-type: none"> 1. Develop match skills 2. Nurture love of the game 3. Everyone bats and bowls 4. Take satisfaction from progress 5. Teamwork & resilience 	<ol style="list-style-type: none"> 1. Put your skills to the test 2. Pick strongest team 3. Enjoy the win 4. Use of key players to win games 5. Good enough is old enough 	<ol style="list-style-type: none"> 1. Develop match skills 2. Nurture love of the game 3. Everyone bats and bowls 4. Take satisfaction from progress 	<ol style="list-style-type: none"> 1. Put your skills to the test 2. Pick strongest team 3. Enjoy the win 4. Use of key players to help win games 	<ol style="list-style-type: none"> 1. Develop match skills 2. Nurture love of the game 3. Everyone bats and bowls 4. Take satisfaction from progress 	<ol style="list-style-type: none"> 1. Put your skills to the test 2. Pick strongest team 3. Enjoy the win 4. Use of key players to win games 5. Good enough is old enough

Player and League Progression



Division Name	No of Overs	Players per side	Batting Restrictions	Bowling Limits	Pitch/Ball	Match Days	Notes
U10 Development Pairs	16	8	-Retire at 25 -Batters have 2 lives	-All players bowl 2 overs max 4 -Max 6 balls per over -Bowl from same end	17 yards 4 ¾ pink Incrediball 1 per game	Flexible – clubs to arrange	No balls/Wides add 2 runs
U11 Development Pairs	16	8	-Retire at 25 -Batters have 2 lives	-All players bowl 2 overs max 4 -Max 6 balls per over -Bowl from same end	17 yards 4 ¾ oz (red or pink) 1 per game	Sunday 10am	No balls/Wides add 2 runs
U11 Performance T20	20	11	Retire at 50	4 overs	17 yards 4 ¾ oz (red or pink) 1 per innings	Sunday 10am	No balls/Wides add 2 runs
U11 Development T20	20	11	Retire at 50	4 overs	17 yards 4 ¾ oz (red or pink) 1 per game	Sunday 10am	No balls/Wides add 2 runs
U13 Performance T20	20	11	Retire at 50	4 overs	19 yards 4 ¾ oz (red or pink) 1 per innings	Friday 6.15pm	
U13 Performance League	35	11	Retire at 100	7 overs*	19 yards 4 ¾ oz (red or pink) 1 per innings	Sunday 1pm	25-min interval 5 min time out per team
U13 Development League	30	11 (rolling 12 th)	Retire at 50	6 overs*	19 yards 4 ¾ oz (red or pink) 1 per innings	Sunday 1pm	25-min interval 5 min time out per team
U15 Performance T20	20	11	Retire at 50	4 overs*	22 yards Full size pink ball 1 per innings	Friday 6.15pm	
U15 Performance League	40	11	Retire at 100	8 overs*	22 yards Full size pink ball 1 per innings	Sunday 1pm	25-min interval 5 min time out per team
U15 Development League	35	11 (rolling 12 th)	Retire at 75	7 overs*	22 yards Full size pink ball 1 per innings	Sunday 1pm	25-min interval 5 min time out per team
U17 Development T20	20	11	Retire at 50	4 overs	22 yards Full size pink ball 1 per innings	Flexible – clubs to arrange	
U19 Performance T20	20	11	Retire at 50	4 overs	22 yards Full size pink ball 1 per innings	Flexible – clubs to arrange	Separate rules apply

*ECB Fast Bowling Directives must be adhered to.