



## **Wiltshire Youth Cricket League**

### **Notable Rules changes for 2026**

#### **Player Eligibility**

- Players must be registered on Play-Cricket, where possible, before matches start. Clubs should encourage parents to register their child on the site.
- U17 competition. Clubs may play two overage players i.e. under 19 on midnight 31<sup>st</sup> August in the previous year and in Year 13/first year University provided they are not in the current Talent Pathway nor were so in the previous season. Talent Pathway refers to county age group or development cricket. They can not be representing a club at WEPL in the current or preceding season.
- Girls only teams can only play in the relevant aged league i.e. X Club Girls U13 could play in any U13 league.
- Overseas players can not play in any league without prior approval from Wiltshire Cricket.

#### **Club Eligibility**

- All clubs in the league must be signed up to the ECB Safe Hands Management System and show active engagement with it.

#### **Borrowing/Loaning Players**

- Teams can only borrow/loan a maximum of 2 players per fixture.
- Players are eligible to represent another team no more than twice in each season and must not do so in place of another available club member at the given club.
- In the event of an ineligible player, league points may be deducted at the discretion of WCL

#### **Playing Regulations**

- Runners - Within all the Leagues, players who acquire an injury during the game will be permitted to have use of a runner. If a player does require a runner, the runner must wear full hardball batting equipment to match a playing batter (helmets/gloves/bat/thigh-pad/leg pads and any other equipment used by the batter). Permission for a runner must be sought from the opposition coach/team manager prior to taking the field.

#### **Fixtures**

- Should a team be unable to raise a side, they should offer 2 or more rearrangement dates to the opposition. If a game cannot be rescheduled, points should be forfeited in Performance Leagues.

#### **Cricket balls**

- WCL will supply a fixed ball for all Performance leagues and U13/15 Development leagues.
- WCL can supply balls for all other leagues or clubs can source their own equivalent.
- For games where a ball is used per innings, batters will face their own ball.
- For games using 1 ball per game, the home team will provide the ball.

#### **Clothing and sightscreens**

- All players are encouraged to wear their team coloured kit. Each player should attempt to wear similar clothing to the rest of their team.

#### **Running a game**

- If a club is unable to provide either an umpire or scorer, the coach/team manager should contact the opposition, in advance, to inform them and agree a way forward.
- There must be at least one adult accompanying a team who is DBS checked. They should have access to parent contact details in the event of an emergency.

#### **Finance**

- Fees must be paid before the 30th April or team may be withdrawn from the leagues.
- Any club that fails to send a representative to 2 consecutive planned meetings held during the year i.e. the pre season meeting, end of season meeting or AGM will incur a fine of £20.

#### **Competition results**

- The result should be entered the SAME day as the match and the full scorecard within 48 hours of the game being played.

**Wiltshire Youth Cricket League**  
**2026 Season Rules for all Age Groups**

**1. Aims**

- i. The aim of the leagues is to provide an opportunity for young cricketers across the county, both experienced and developing, to play in a countywide cricket league throughout the summer months.
- ii. The Performance and Development have their own individual aims. Please refer to the Player and League Progression document.

**2. Spirit of Cricket**

- i. Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the coaches/team managers.
- ii. All matches will be played under the ECB General Conduct regulations, details of which can be found here: [General-Conduct-Regulations.pdf](#)
- iii. Each Wiltshire Cricket League is designed to engage players. Whilst it is a league, we ask that coaches/team managers do their best to ensure games are evenly contested and as such keep players and teams wanting to play more.
- iv. Coaches/team managers are to discuss and resolve on the day, any issue that are brought to their attention.

**3. Management**

- i. The control of the league shall be undertaken by the League and Competitions Development Officer (LCDO) at Wiltshire Cricket Ltd (WCL)
- ii. All decisions relating to these rules or to matches played in the league shall be final and binding on all concerned.

**4. Player Eligibility**

- i. Each player must be a member of the club represented, except for loan players (as per rule 6).
- ii. No player shall play for more than one club in the same age group and competition but may play for more than one club providing this is in a different competition. Longer form and T20 count as different competitions for this purpose. Any club fielding an ineligible player shall forfeit all points gained from all matches in which the player plays.
- iii. All competing Clubs must maintain a register of the dates of birth of its youth members and players must be registered on Play-cricket prior to the start of a match.
- iv. All players must be under the age or below as appropriate for the age group concerned (please see individual age group rules)
- v. Clubs must be completely satisfied that players who are more than two years younger than the appropriate upper age limit at midnight on 31st August in the year prior to the competition, have the ability to perform in the age group for which they have been selected.
- vi. Girls only teams can only play in the relevant aged league i.e. X Club Girls U13 could play in any U13 league.
- vii. Girls will be allowed to play in a mixed lower age group. Following ECB rules, this is two years i.e. year 8 in U11, year 10 in U13 and year 12 in U15. The majority of players in that team must be of appropriate age.
- viii. Overseas players can not play in any league without prior approval from Wiltshire Cricket.

**5. Club Eligibility**

- i. The competition shall be open to all clubs in Wiltshire and to those which are primary or secondary affiliated to WCL.
- ii. Clubs shall express an interest in entry into this league directly to WCL during the winter months. The date will be predetermined by the LCDO annually. Fixtures will be formalised at the earliest convenience.
- iii. In the event of a club entering 2 teams into the same league, WCL must grant permission and player eligibility criteria must be followed.
- iv. All competing clubs must have effective Personal Accident insurance that adequately covers players.
- v. All clubs in the league must have a Club Safeguarding Officer.
- vi. All clubs in the league must be signed up to the ECB Safe Hands Management System and show active engagement with it.

**6. Borrowing/Loaning players**

- i. Teams can only borrow/loan a maximum of 2 players per fixture
- ii. Teams may borrow a fielder from the opposition, but this is at the discretion of the opposing team. Teams should not feel 'pressured' into lending a fielder.
- iii. Players are eligible to represent another team no more than twice in each season and must not do so in place of another available club member at the given club.

- iv. In the event of an ineligible player, league points may be deducted at the discretion of WCL.

## **7. Fielding Restrictions**

- i. Please check individual restrictions for fielders dependant on age group.
- ii. These minimum distances apply even if the player is wearing a helmet.
- iii. Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- iv. These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

## **8. Playing regulations**

- i. All matches shall be played in accordance with the Laws of Cricket except for the specific provisions in these rules.
- ii. A team arriving with less than 15 minutes before the agreed start time of a match shall forfeit the toss.
- iii. Runners
  - i. Within all the Leagues, players who acquire an injury during the game will be permitted to have use of a runner. If a player does require a runner, the runner must wear full hardball batting equipment to match a playing batter (helmets/gloves/bat/thigh-pad/leg pads and any other equipment used by the batter). Permission for a runner must be sought from the opposition coach/team manager prior to taking the field.
- iv. Safety
  - i. All players must use appropriate safety equipment and follow ECB guidelines.
  - ii. ECB Fast Bowling Directives must be adhered to at all times.

## **9. Fixtures**

- i. The LCDO is empowered to decide the league composition to facilitate the smooth running of the league.
- ii. Draft fixtures are prepared to minimise, whenever possible, clashes with Talent Pathway matches.
- iii. Fixtures can be played on the same dates as Talent Pathway fixtures. This will not be an acceptable reason for the postponement of a match.
- iv. Clubs have until 31st March to rearrange as many games as they wish. Any rearrangement must be agreed by both team managers and the revised date and/or venue entered on the club's Play-Cricket website.
- v. After this date clubs can rearrange games, including matches cancelled due to poor weather, up to the scheduled date.
- vi. Clubs are encouraged to contact each other at least 3 days before the fixture to confirm the number of players available.
- vii. Should a team be unable to raise a side, they should offer 2 or more rearrangement dates to the opposition. If a game cannot be rescheduled, the points should be forfeited.
- viii. The WYCL closes on the third Sunday of September. No matches can be played after this date and any results not entered on the Play-Cricket site will be set to 'Cancelled'.

## **10. Inclement weather**

- i. There is a general presumption that in the event of inclement weather, common sense and agreement between clubs will prevail to ensure that the safety of players is upheld.
- ii. It will be the responsibility of the home team manager to decide whether the match should start if the area has been affected by inclement weather.
- iii. Play-Cricket Scorer/PCS Pro which should be used to calculate Duckworth Lewis Standard in the event of rain interference. This target will be calculated using the Duckworth Lewis standard system set with a par score of 200 runs.

## **11. Cricket balls**

- i. WCL will supply a fixed ball for all Performance leagues and U13/15 Development leagues.
- ii. WCL can supply balls for all other leagues or clubs can source their own equivalent.
- iii. For games where a ball is used per innings, batters will face their own ball.
- iv. For games using 1 ball per game, the home team will provide the ball.

## **12. Clothing and sightscreens**

- i. All players are encouraged to wear their team coloured kit. Each player should attempt to wear similar clothing to the rest of their team.
- ii. Teams should attempt to avoid using pink clothing whilst using the pink ball or red if using a red ball
- iii. As a pink ball is being used, white or black sightscreens can be used.

## **13. Running a game**

- i. Each team should provide a suitable person to umpire – this could be either:
  - i. A qualified Umpire
  - ii. An ECB ACO member
  - iii. A coach/non-playing member/parent of their club who is competent with the laws of cricket.
- ii. Each team must provide their own scorer throughout the game. The umpire should not score, whilst conducting umpiring duties.

- iii. If a club is unable to provide either an umpire or scorer, the coach/team manager should contact the opposition, in advance, to agree
- iv. There must be at least one adult accompanying a team who is DBS checked. They should have access to parent contact details in the event of an emergency.
- v. Umpires and Team Managers may give guidance to players providing that such guidance does not impede the progress of the match unnecessarily.

#### **14. Finance**

- i. Clubs will be asked for a small entry fee to the competition to subsidise the cost of cricket balls and trophies prior to the start of the competition. This entry fee will not be deemed as excessive and should remain affordable for all clubs to encourage mass participation.
- ii. Fees must be paid before the 30<sup>th</sup> April or team may be withdrawn from the leagues.
- iii. Any club that fails to send a representative to 2 consecutive planned meetings held during the year i.e. the pre season meeting, end of season meeting or AGM will incur a fine of £20.

#### **15. Fixtures results**

- i. The result should be entered the SAME day as the match and the full scorecard within 48 hours of the game being played.
- ii. Clubs are encouraged to score matches on the Play-Cricket Scorer App. If the App is not used, it is the responsibility of the home team to enter the result on Play-Cricket.
- iii. Please see individual rules for full points breakdown.

**The Wiltshire Cricket League and Competitions Development Officer and Colleagues shall collectively deal with any matter not foreseen in these Rules. Their decision shall be final.**

**The rules for individual age group competitions can be found here:**

## **Under 10/11 Pairs Development**

### **Player Eligibility**

- All players must be under the correct age for their age group at midnight on 31<sup>st</sup> August in the year prior to the competition – Under 10 (year 5), Under 11 (year 6)

### **Fielding Restrictions**

- No fielder except the wicket keeper and those behind the wicket on the offside shall be nearer than eleven yards measured from the middle stump of the striker's wicket

### **Playing regulations**

- 8 players per team (if agreed beforehand then the match can involve more players per team)
- Matches are 16 overs per side
- Batters retire at 25 runs, the last scoring shot counts. Batters have two lives i.e. their second dismissal is the end of their innings. Batters to swap ends following a dismissal. If the wicket falls at the end of the over, the not out batter faces the first ball. If there is a run out the not out batter should face the next delivery.
- There are only six deliveries per over (two runs to the batting teams score) No balls and wides are not re-bowled apart from in the final over. Bowlers are to bowl from the same end for the entire game.
- All the players except the wicket keeper must bowl at least two overs and no more than four overs.

### **Fixtures**

- U10 fixtures can be arranged by clubs for the most convenient time and day. All fixtures will be added to Play-Cricket with a date of 31<sup>st</sup> August. Clubs are asked to amend once the fixture has been agreed.
- U11 fixtures are scheduled for Sundays at 10am but clubs are encouraged to be flexible with days and start times.

### **Inclement weather**

- The number of overs will not be reduced until 30 minutes has been lost from the intended start time.
- Weather interference before the match shall result in 2 overs being taken from the aggregate overs for every 6 minutes lost after the initial 30 minutes. Teams shall decide which pairs bat for the longer durations.
- A minimum of 8 overs per team shall constitute a game.
- The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 8 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This target will be calculated using the Duckworth Lewis standard system set with a par score of 200 runs. (DL Standard is available on Play-Cricket Scorer/PCS Pro which should be used)

### **Cricket balls**

- WCL can supply balls or clubs can source their own equivalent.
- The home team shall provide the ball and 1 ball is used per game.

### **Fixture results**

- Clubs are asked to log onto Play-Cricket within 48hours of the match to complete the 'Spirit of Cricket' scores.

## **Under 11 T20**

### **Player Eligibility**

- All players must be under the correct age for their age group at midnight on 31<sup>st</sup> August in the year prior to the competition – Under 11 (year 6)

### **Fielding Restrictions**

- No fielder except the wicket keeper and those behind the wicket on the off side shall be nearer than eleven yards measured from the middle stump of the striker's wicket

### **Playing regulations**

- Matches are 20 overs per side
- Batters retire at 50 runs the last scoring shot counts.
- There are only six deliveries per over (two runs to the batting teams score) No balls and wides are not re-bowled apart from in the final over.
- Bowlers can bowl no more than 4 overs.

### **Fixtures**

- U11 fixtures are scheduled for Sundays at 10am but clubs are encouraged to be flexible with days and start times.

### **Inclement weather**

- The number of overs will not be reduced until 30 minutes has been lost from the intended start time.
- Weather interference before the match shall result in 2 overs being taken from the aggregate overs for every 6 minutes lost after the initial 30 minutes.
- A minimum of 5 overs per team shall constitute a game.
- The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- A revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.
- For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

### **Cricket balls**

- WCL can supply balls or clubs can source their own equivalent.
- Development - The home team shall provide the ball and 1 ball is used per game.
- Performance – 1 ball used per innings and batters face their own ball.

### **Fixture results**

#### **U11 Development T20**

- Clubs are asked to log onto Play-Cricket within 48hours of the match to complete the 'Spirit of Cricket' scores.

#### **U11 Performance T20**

- League position shall be determined on the most points gained during the season. If 2 or more teams are level, the total number of wins will determine their position. If still equal the result between the teams (point scored) will be determinant.

#### ***Batting bonus points for runs scored***

- For scoring 50 runs score 1 point.
- For scoring 75 runs score 2 points.
- For scoring 100 runs score 3 points.
- For scoring 125 runs score 4 points.
- For scoring 150+ runs score 5 points.

There is additional bonus points awarded to sides winning when batting second with at least five wickets in hand.

- A side winning by nine/ten wickets receives an additional 5 bonus points.
- A side winning by seven/eight wickets receives an additional 4 bonus points
- A side winning by five/six wickets receives an additional 3 bonus points
- A side winning by three/four wickets receives an additional 2 bonus points

*Bowling bonus points*

One point awarded for every two wickets taken.

Result Points shall be awarded as follows:

- Win = 10 points
- Tie = 5 points
- Abandoned match = 3 points
- Loss = 1 points

## Under 13/15 T20

### **Player Eligibility**

- All players must be under the correct age for their age group at midnight on 31<sup>st</sup> August in the year prior to the competition – Under 13 (year 7/8), Under 15 (year 9/10)
- U15 only. Clubs may play three overage players i.e. under 16 on midnight 31<sup>st</sup> August in the previous year and in year 11, provided they are not in the current Talent Pathway nor were so in the previous season.

### **Fielding Restrictions**

- No fielder except the wicket keeper and those behind the wicket on the off side shall be nearer than eleven yards (U13), eight yards (U15) measured from the middle stump of the striker's wicket

### **Playing regulations**

- Matches are 20 overs per side
- Batters retire at 50 runs, the last scoring shot counts.
- Bowlers can bowl no more than 4 overs.

### **Fixtures**

- Fixtures are scheduled for Fridays at 6.15pm but clubs are encouraged to be flexible with days and start times.

### **Inclement weather**

- The number of overs will not be reduced until 30 minutes has been lost from the intended start time.
- Weather interference before the match shall result in 2 overs being taken from the aggregate overs for every 6 minutes lost after the initial 30 minutes.
- A minimum of 5 overs per team shall constitute a game.
- The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- A revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.
- For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

### **Cricket balls**

- WCL will supply ball
- 1 ball used per innings and batters face their own ball.

### **Fixture results**

- League position shall be determined on the most points gained during the season. If 2 or more teams are level, the total number of wins will determine their position. If still equal the result between the teams (point scored) will be determinant.
  - Win = 8 points
  - Conceded/ Forfeited win = 8 points
  - Tie = 4 points
  - Lose = 2 points
  - Abandoned = 3 points
  - Conceded/ Forfeited lose = minus 4 points

## Under 13/15 Performance & Development League

### **Player Eligibility**

- All players must be under the correct age for their age group at midnight on 31<sup>st</sup> August in the year prior to the competition – Under 13 (year 7/8), Under 15 (year 9/10)
- U15 only. Clubs may play three overage players i.e. under 16 on midnight 31st August in the previous year and in year 11, provided they are not in the current Talent Pathway nor were so in the previous season.

### **Fielding Restrictions**

- No fielder except the wicket keeper and those behind the wicket on the off side shall be nearer than eleven yards (U13), eight yards (U15) measured from the middle stump of the striker's wicket

### **Playing regulations**

- Games should have a tea interval of 25 minutes between innings unless mutually agreed otherwise by coaches/team managers
- Teams can ask for a 5 minute 'Time Out' during their innings which should be taken at the end of an over.
- Restrictions:

Team	Innings	Retirement	Bowling
U13 Development	30	50	6 overs
U13 Performance	35	50	7 overs
U15 Development	35	75	7 overs
U15 Performance	40	100	8 overs

### **Fixtures**

- Fixtures are scheduled for Sundays at 1pm but clubs are encouraged to be flexible with days and start times.

### **Inclement weather**

- The number of overs will not be reduced until 30 minutes has been lost from the intended start time.
- Weather interference before the match shall result in 1 over being taken from the aggregate overs for every 3 minutes lost after the initial 30 minutes. The resulting number will be used for both teams.
- If further time is lost during the innings of the team batting first, then for every three minutes lost, reduce the number of overs available to each team by 1.
- If further time is lost once the first innings has been completed, then for every three minutes lost, one over is taken from the maximum allowed for the side batting second.
- A revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded the team batting second shall win. If the par score is equalled, then the scores are tied.
- A minimum of 20 overs per team shall constitute a game.
- The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth/Lewis method.

### **Cricket balls**

- Performance League - WCL will supply ball
- Development League – WCL can supply balls or clubs can source their own equivalent.
- 1 ball used per innings and batters face their own ball.

### **Fixture Results**

#### Under 13 & 15 Development League

Clubs are asked to log onto Play-Cricket within 48hours of the match to complete the 'Spirit of Cricket' scores.

### Under 13 & 15 Performance League

- League position shall be determined on the most points gained during the season. If 2 or more teams are level, the total number of wins will determine their position. If still equal the result between the teams (point scored) will be determinant.

#### *Batting bonus points for runs scored*

- For scoring 75 runs score 1 points.
- For scoring 100 runs score 2 points.
- For scoring 125 runs score 3 points.
- For scoring 150 runs score 4 points.
- For scoring 175 runs score 5 points
- For scoring 200 runs score 6 points

There is additional bonus points awarded to sides winning when batting second with at least five wickets in hand.

- A side winning by ten wickets receives an additional 6 bonus points.
- A side winning by nine wickets receives an additional 5 bonus points
- A side winning by eight wickets receives an additional 4 bonus points
- A side winning by seven wickets receives an additional 3 bonus points
- A side winning by six wickets receives an additional 2 bonus points
- A side winning by five wickets receives an additional 1 bonus point

#### *Bowling bonus points*

One point awarded for every two wickets taken.

Result Points shall be awarded as follows:

- Win = 10 points
- Tie = 5 points
- Abandoned match = 3 points
- Loss = 1 points

## Under 17 T20

### **Player Eligibility**

- All players must be under the correct age for their age group at midnight on 31<sup>st</sup> August in the year prior to the competition – Under 17 (Year 11/12)
- Clubs may play two overage players i.e. under 19 on midnight 31<sup>st</sup> August in the previous year and in year 13/first year University provided they are not in the current Talent Pathway nor were so in the previous season. They can not be representing a club at WEPL in the current or preceding season.

### **Fielding Restrictions**

- No fielder except the wicket keeper and those behind the wicket on the off side shall be nearer than eleven yards (U13), eight yards (U15) measured from the middle stump of the striker's wicket

### **Playing regulations**

- Matches are 20 overs per side
- Batters retire at 50 runs, the last scoring shot counts.
- Bowlers can bowl no more than 4 overs.

### **Fixtures**

- U17 fixtures can be arranged by clubs for the most convenient time and day. All fixtures will be added to Play-Cricket with a date of 31<sup>st</sup> August. Clubs are asked to amend once the fixture has been agreed.

### **Inclement weather**

- The number of overs will not be reduced until 30 minutes has been lost from the intended start time.
- Weather interference before the match shall result in 2 overs being taken from the aggregate overs for every 6 minutes lost after the initial 30 minutes.
- A minimum of 5 overs per team shall constitute a game.
- The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- A revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.
- For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

### **Cricket balls**

- WCL will supply ball
- 1 ball used per innings and batters face their own ball.

### **Fixture results**

- Clubs are asked to log onto Play-Cricket within 48hours of the match to complete the 'Spirit of Cricket' scores.