

BCF Junior Rules & Regulations



Edition History

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1 Age Groupings

1.1 U11 Definitions

- (1) Players must be born on or after 1st September 2014 (1st September 2013 for girls).
- (2) Exception: 4 overaged players can play but they must be born on or after 1st September 2013.

1.2 U13 Definitions

- (1) Players must be born on or after 1st September 2012 (1st September 2011 for girls).
- (2) Exception: 3 overaged players can play but must be born on or after 1st September 2011.

1.3 U15 Definitions

- (1) Players must be born on or after 1st September 2010.
- (2) Exception: 2 overaged players can play but must be born on or after 1st September 2009.

1.4 U17 Definitions

- (1) Players must be born on or after 1st September 2008.
- (2) Exception: 1 overaged player can play but must be born on or after 1st September 2007.

1.5 U19 Definitions

- (1) Players must be born on or after 1st September 2006.
- (2) No overaged player is allowed

1.6 Restrictions On Overaged Players

- (1) If a team fields extra overage players, they will forfeit the points if the opposing team demands it.
- (2) The overaged players cannot bat in the top 5.
- (3) The overaged bowlers cannot bowl as one of the first 4 bowlers and can bowl only a maximum of 1 over less than the maximum allocated overs for regular players.

2 Matches

2.1 General

- (1) Each team must supply a scorer and umpire. For U15, U17 & U19, there is a possibility that official umpires are allocated by the federation. It is the job of the home team to collect the scores of the day.
- (2) If live scoring was not performed, the scores need to be updated by Wednesday midnight.
- (3) The match lengths per age group shall be:
 - a. U11: 10 overs
 - i Max 2 overs for 2 bowlers + 1 over for the rest of the players.
 - ii Minimum number of players to play a valid game is 7.
 - iii Overaged players can bowl only a maximum of 1 over.
 - b. U13: 15 overs
 - i Max 3 overs for 2 bowlers + 2 over for the rest of the players.
 - ii Minimum number of players to play a valid game is 7.
 - iii Overaged players can bowl only a maximum of 2 overs.
 - c. U15: 20 overs
 - i Max 4 overs for 2 bowlers + 3 over for the rest of the players.
 - ii Minimum number of players to play a valid game is 8.
 - iii Overaged players can bowl only a maximum of 3 overs.
 - d. U17 & U19: 20 overs (some teams are allowed to try 25 overs if time permits).
 - i Max 4 overs per bowler in case of a 20 over game.
 - ii Max 5 overs per bowler in case of a 25 over game.
 - iii Minimum number of players to play a valid game is 8.
 - iv Overaged players can bowl only a maximum of 4 overs.
- (4) The pitch lengths are reduced for certain age groups to minimize extras and make the game more enjoyable. The pitch lengths per age group shall be:
 - a. U11: 15 yards (13,71 m)
 - b. U13: 17 yards (15,54 m)
 - c. U15: 22 yards (20,11 m)
 - d. U17: 22 yards (20,11 m)
 - e. U19: 22 yards (20,11 m)
- (5) For a weather interrupted match to be valid, a minimum of 50% of the overs should be bowled by each side. For a 15 over match, 8 overs are the minimum. If this minimum has not been bowled, then the match will be considered a draw and points shall be awarded as specified for a draw in section 2.2(1).

2.2 Scoring

- (1) We will operate a simple points system and also award teams that are playing as many games as possible:

- a. 3 points for a win.
 - b. 2 points for a draw/tie.
 - c. 1 point for a loss.
 - d. 0 points for not playing the game.
 - e. In case a game is cancelled because of weather, 2 points will be awarded for each team
 - f. In the case where one team cancels but the other team is available, then 3 points will be awarded to the team who are able to play, and the other team will be considered to have forfeited the game.
- (2) For U11, U13 and U15 matches, wides and no-balls shall not be re-bowled and will be scored such that 2 runs are scored for the wide or no-balls plus any additional runs taken by the batsmen, e.g. if the batsmen run one on a wide then 3 runs are scored.
 - (3) For U11, U13 and U15 matches, in the last over, wides and no-balls shall be re-bowled and will be scored "as normal" with just 1 run given plus any additional runs taken by the batsmen.
 - (4) For U17 & U19 matches wides and no-balls shall be re-bowled and will be scored "as normal" with just 1 run given plus any additional runs taken by the batsmen.
 - (5) A no-ball results in the following ball being a free-hit.

2.3 Score Sheet

- (1) The BCF result sheets should be appropriately filled, signed by the captains and umpires and submitted by Wednesday midnight.
- (2) In addition to result sheet, please also upload any photos taken from during the games in case there was no official umpire assigned to the game.
- (3) Failure to either update the scores online or to upload the results before Wednesday will mean that the game will be considered as forfeit by the home team.

2.4 Balls

- (1) U11 games will be played with an incrediball or tennis ball. One ball will be used for both innings.
- (2) U13 games will be played with junior hard ball (4 ¾ oz). Each team will use their own ball for bowling.
- (3) U15/U17/U19 games will be played with full size hard ball (5½ oz), each team using their own ball.
- (4) Match Balls will be provided to all participating clubs. The teams must make their own arrangements for receiving balls directly with the BCF office.

2.5 Fielding Regulations

- (1) These regulations cover the minimum fielding distances for young players in all matches and practice sessions where a hard ball is used.

2.5.2 Fielders

- (1) No young player in the U15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- (2) For players in the U13 age group and below the distance is 11 yards (10 metres).
- (3) These minimum distances apply even if the player is wearing a helmet.
- (4) 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.
- (5) In addition any young player in the U17/ U19 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

2.6 Wicket Keepers

2.6.1 Helmets

- (1) Any wicket keeper under the age of 18 (on the day of the match) must wear a helmet with a faceguard when standing up to the stumps.
- (2) This applies for all speeds of bowling.
- (3) Non-compliance with this directive will result in the umpires immediately stopping the game and instructing the wicket keeper to put on a helmet with a faceguard or stand back from the stumps.

2.6.2 Leg Guards

- (1) A wicket keeper who is under 18 will be allowed to wear internal leg guards, but only provided that they offer adequate protection around the knees. Any guards that do not comply with this will not be allowed and the wicket keeper will have to wear normal external pads.
- (2) Non-compliance of this directive will result in the umpires immediately stopping the game and instructing the wicket keeper to wear normal external pads.

2.7 Bowling Regulations

- (1) For the purpose of these directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would, in normal circumstances, stand back to take the ball. This does not preclude the umpires from insisting that these directives are applied even though the ability of the wicket keeper means that he is capable of standing up to what they consider to be a fast bowler.

- (2) All coaches are urged to identify those players with the potential to bowl fast and to ensure they follow the directives in all cricket throughout the season.
- (3) The age group over per spell and the maximum overs per day are defined as:
 - a. U11: Maximum of 10 overs per day
 - b. U13: Maximum of 10 overs per day
 - c. U15: Maximum of 12 overs per day
 - d. U17: Maximum of 18 overs per day
 - e. U19: Maximum of 18 overs per day
- (4) Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell has been bowled from the same end. If the bowler only completes part of his permitted spell, then the above restriction still applies. For example, if he is allowed 7 overs but only bowls 4, he cannot bowl again until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 further overs, from the same end, claiming that he is allowed another 3 to make up his 7.
- (5) However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that he bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above.
- (6) If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

2.7.2 Over-bowling

- (1) This is an important consideration, especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that over-bowling is the most common cause of back injuries. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level.
- (2) To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following directives provide sensible playing levels.

2.8 Batting Regulations

- (1) These regulations cover all matches and practice sessions where a hard ball is used.
- (2) Any batsmen on the day of the match must wear a helmet with a faceguard when batting and an abdomen guard regardless of the speed of the bowler.
- (3) Non-compliance of this directive will result in the umpires immediately stopping the game and instructing the batsman to put on a helmet with a faceguard.

- (4) In terms of retirement, the following shall be applied:
 - a. U19, U17 and U15: no mandatory retirement.
 - b. U13 and U11: the batsman shall retire at 25 and is allowed to return once all other players have batted.

2.9 Interruption Of Play During A Spell Of Bowling

- (1) If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. (In this case the bowler cannot claim any time off the field as rest time and his 'spell' will still be in progress even though play is suspended.)
- (2) If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end.
- (3) If the interruption is 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- (4) Once a bowler covered by these directives has bowled in a match, he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin only but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

2.10 Umpires' Responsibilities

- (1) The umpires are expected to monitor these players and keep records of the overs such players' bowl. Once the maximum allowance for any one spell has been reached, they will inform the player and captain accordingly and will not allow that player to bowl again until the requisite rest period has been fulfilled.
- (2) Prior to the game the manager/coach/captain will inform the umpires, in writing, of any player who comes under this directive. This will help the umpires to identify the players concerned. However, if the umpires consider that, during the game, other players come under this directive they shall inform the League Chairman and manager/coach/captain as soon as is practical, that these players will be subject to the above directives.
- (3) Balls that pass the batsman down the leg side that do not touch the player or the bat shall be called a wide.

2.11 Scheduling Of The Games

- (1) All teams should provide the junior availability dates by 25/03/2026.
- (2) Draft fixtures will be released by the junior committee within a week.

- (3) All teams should try to arrange a fixed schedule, and this should be sent to the Junior league committee by 10/4/2026. Failure to adhere to the dates implies that the games will be played based on the draft fixtures.
- (4) There will be minimum changes allowed after that.
- (5) No changes to the fixtures will be entertained after the Tuesday night prior to the actual scheduled game. Otherwise, the team failing to show up will be considered as forfeited and the point will be awarded to the other team.
- (6) The teams should decide between themselves to schedule for the start time.
- (7) Fixtures will be released and failure to adhere to fixtures (or change them on time) can cause the match to be forfeited.

2.12 Miscellaneous

- (1) In the event of any dispute(s) regarding these directives the umpires will make the final arbitration.
- (2) In order to comply with these directives, it is the responsibility of every participating club or team to ensure that appropriately fitted helmets are available for every player in their team.

APPENDICES

A Acronyms

AP	Appeal Panel
BCF	Belgian Cricket Federation
BCFA	Belgian Cricket Federation Administrator
BCFEC	Belgian Cricket Federation Executive Committee
BCFO	Belgian Cricket Federation Office
CoC	Code Of Conduct
CV	Cricket Vlaanderen
CW	Cricket Wallonia
DP	Disciplinary Panel
EOSM	End Of Season Meeting
FWBC	Fédération Wallonie-Bruxelles de <i>Cricket</i>
JDC	Junior Development Officer
JLC	Junior League Chairman
LCH	League Chairman
LC	League Committee
NRR	Net Run Rate