



Under 15 Super 8s League

1. Aim

To create playing offer for girls which is competitive, inclusive and keeps the girls in the game.

2. Pitch

2.1 Two sets of wickets. ECB regulations is 20yds apart, however please feel free to discuss with the opposition the use of a 22yrd wicket for ease.

2.2 Boundaries are ideally of 50 yards

3. Teams

3.1 Each team comprises of 8 players.

3.2 Please be flexible. Teams should always be majority of their own club. Where there are 6 players, the team manager will nominate players to bat and bowl again. These will be communicated to the opposition manager prior to the game.

3.3 If a team has more than 8 players, then have a conversation with the manager to see if this can be facilitated. This conversation should take place at least 24 hours before the game.

4. The Start

4.1 The two teams toss a coin or rock, paper, scissors to decide which team has the choice of either batting or fielding first.

5. Equipment

5.1 The ball should be a 5oz pink hardball

5.2 The home team will supply the balls

5.3 Protective equipment must be worn. It is preferred that girls kit themselves with full length trousers or leggings for the games. This helps with protection from the hardball.

6. The Game

6.1 Each game shall consist of one 16 over innings per team. Traditional Cricket rules apply.

6.2 Teams will use the Play Cricket to score.

7. Batters

7.1 Batters retire at 30. At the fall of all the wickets, they may return to bat in the order that they retired.

8. Extras – please discuss before play and make sensible decisions based on the playing experience for the girls.

8.1 2 runs will be awarded to the batting team for each wide ball and no extra ball will be bowled.

8.2 In the last over, 2 runs will be awarded for a wide or no ball and an extra ball will be bowled.

8.3 A wide ball is considered a ball too wide for the batter to hit from their batting position.

8.4 A no ball is a ball that arrives above waist height or bounces more than 3 times. If a bowler bowls a front foot no ball, warn first.

8.5 The ball that follows a no ball will be a free hit. If the no ball is bowled on the last ball of the over, then the free hit is carried into the next over.

9. Bowling and Fielding

9.1 Each player can bowl a maximum of 4 overs.

9.2 Bowling should be over arm.

9.3 The wicket keep should remain the same throughout the game unless otherwise agreed prior to the game by both managers.

10. The Result

- 10.1 The team with the highest score wins.
- 10.2 Each club is responsible for uploading their score.
- 10.3 If not scored live, results should be entered onto the Play Cricket site within 36 hours the game.

11. Umpires

- 11.1 Each team is to provide one umpire.
- 11.2 Two umpires per pitch (one from each team). The square leg is there to advise on run outs and no balls. Ideally the umpires should have equal amounts of time as the bowlers end umpire.

12. Scoring

- 12.1 Each team will have someone who can score. Teams will use the Play Cricket APP to score the games. The umpire can also be the scorer, but it is important that the score is agreed at regular intervals if the scorers are not together.
- 12.2 Please note that scoring rules have changed for the 2025 season and now wickets taken will mean 5 runs are deducted from the batting team.

13. Age and Eligibility

- 13.1 Girls should fall into the under 15 age group for that season. They should therefore be Year 10 or below.
- 13.2 For all divisions up to and including U15s, in the interests of 'Getting the Game On', coaches will notify the opposition that they intend to field (at least 24 hours before the game) up to 3 children no more than 1 year older playing. These players should not be accessing training above club level (YDC or County)

14. Borrowing/Loaning of Player

- 14.1 A team should always play with the majority of players from their own club.
- 14.2 If a team is short sided, no more than 2 players can bat twice. It is strongly encouraged that the opposition lend fielders in the Spirit of Cricket.

15. Spirit of Cricket

- 15.1 All games should be played within the Spirit of Cricket and coaches should be actively encouraging girls in this.
- 15.2 Each team will nominate a Players Player at the end of the festival.

LEAGUE