



IAPS U13 Cricket Competition 2026

Rules

Qualifications

- Only IAPS schools are eligible to enter the competition.
- Any player representing the school must be Under 13 on the 1st September 2025.

Cricket Balls

- The school drawn at home will supply two identical match balls; weight 4 3/4 oz and one ball is to be used per innings.
- Balls will be provided for the semi-finals and final.

Teams/Squads

- You must use squads of 12 players for matches, and it is perfectly acceptable for both teams to allow the 12 players to rotate on the field when fielding.
- For the semi-finals and final you may bring a squad of 13, however, only 12 can be named for the match.
- You must name your 12th man, and they cannot bat or bowl but may keep wicket in case of an injury.

Umpires

- Each competing team shall provide a suitable umpire. The umpire must not be a parent. It must be a member of school staff.
- There will be neutral umpires supplied for the semi-final and final.

Mankad

- These are school age cricketers, and we should not be encouraging this. We do not believe it is in the spirit of the game.
- Please allow **no** Mankads. If it occurs the umpire gives 'not out'. The bowler and captain should warn batters, and the umpire can also warn them. It is then up to the umpire to ensure the batters are not leaving their crease early.

Playing Conditions

The laws of cricket shall apply with the following exceptions:



- (a) The wicket shall be 19 yards in length in accordance with the ECB guidelines.
- (b) Matches shall consist of one innings per side each of 20 overs.
- (c) No bowler shall bowl more than 4 overs; they can be in one spell.
- (d) No fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards from the stumps, except behind the wicket on the off side.
- (e) If a player is caught out, the incoming player shall be on strike.
- (f) The team scoring the most runs shall be the winner. If the schools are level, the winner shall be determined by a Super Over. Rules as follows:
 - i. Toss of coin to see who bats first
 - ii. Three batters and one bowler for 6 balls
 - iii. The over finishes after two wickets or a completed over
 - iv. The sider with the most runs win
 - v. If still equal, replay the Super Over with three different batters and a different bowler
 - vi. If still equal, rule (v) above repeats
- (g) In the event of a game being abandoned, it shall be replayed on a fresh date unless the side batting second has batted for at least ten overs, the team with the highest total after 10 overs shall be the winners.
- (h) If the game is delayed due to weather or ground conditions, it shall be permissible for the two teams, before commencing, to agree a reduce number of overs to complete the tie, as long as a minimum of 10 overs per side are completed. If it occurs the numbers of overs per bowler, will be the total overs, divided by five.
- (i) If both teams are at the venue and the game cannot be played due to the weather, a bowl-off can be used to determine the winner.
- (j) Failing all of the above, the organiser will toss a coin to determine the winner.

Offering and Organising Fixtures

- It is the responsibility of the hosting team to offer dates that are within the play by window for the fixture to take place and to discuss in a fair dialogue with the away school.
- This can often cause problems, but it is not the home teams right to dictate the date. All reasonable fairness and equality of discussion should take place.
- The home team should offer at least three dates that are within the window to play the fixture. Where there are two weeks available in the window, they should offer dates that include both weeks.
- All schools have exam weeks, trip weeks etc and they normally clash.
- It may become necessary for the cup fixture to supersede local friendlies and historical fixtures.
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- Please feel free to discuss this by phone, but also include the organiser in any email communication

Unplayable Matches and Disputes

- All matches must wherever possible be played before the stated deadlines.
- Where matches become unplayable or any dispute should arise, the schools must contact the organiser.

Results

- Please ensure results are emailed to jweller@ses.lincs.sch.uk as soon as possible after the fixture is completed