



ECB Girls U13 Schools Indoor Competition 2026

Competition Rules

1. TITLE

- 1.1 The title of the competition shall be the Girls U13 Schools Indoor Competition.

2. MANAGEMENT

- 2.1 The control of the competition shall be undertaken by the ECB.
- 2.2 All decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

3. COMPETITION STRUCTURE

3.1 COUNTY COMPETITIONS:

- 3.1.1. The county board shall organise their own competition to determine a winner to enter the regional stages of the competition.
- 3.1.2. County competitions must be completed by Friday 27th March 2026.
- 3.1.3. The name and contact details for the winning school in each county competition must be immediately notified to Sue Laister, ECB Competitions Manager, sue.laister@ecb.co.uk

3.2 REGIONAL & NATIONAL FINALS:

- 3.1.4. Counties will be invited to host and organise the regional finals, the national finals will be organised centrally by the ECB.

4. ELIGIBILITY

- 4.1 The competition shall be open to all schools in England and Wales, INCLUDING INDEPENDENT SCHOOLS.
- 4.2 Schools should enter the competition of the county in which they are primary affiliated (as per the ECB cricketing county boundaries as currently defined).

- 4.3 If a school wishes to enter the competition of another county for reasons of easier travel or historical precedent, or because their county board does not enter the competition, the designated schools contact should be notified.
- 4.4 No team shall progress to a regional final without entering a county tournament.
- 4.5 A School may enter one or more teams but rule 5 will apply insofar as each team will be considered a separate school.

5. QUALIFICATION OF PLAYERS

- 5.1 A player may represent a school in the competition if they are Under 13 years of age at midnight on 31st August prior to the season of the competition.
- 5.2 Players may play for only one team in this competition in any one season (i.e. either U13 **OR** U15).
- 5.3 Each team may have a squad of up to 10 players with only 8 players taking part in each match.

6. CRICKET BALLS & EQUIPMENT

- 6.1 Each county board shall be responsible for determining the supply of balls for their own county competitions, it is recommended but not mandatory that the Supaball Pink Kookaburra Readers Youth Ball be used.
- 6.2 The ECB shall be responsible for supplying the above named balls for the regional and national finals.
- 6.3 Please bring all other equipment with you, plastic or wooden bats can be used.

7. UMPIRES & SCORERS

- 7.1 For county and regional finals, county cricket boards will be responsible for managing the competition.
- 7.2 For the regional finals, the ECB will be responsible for appointing the umpires, the host county board will be responsible for appointing the scorers.
- 7.3 For the national finals, the ECB will be responsible for appointing the umpires and the scorers.

8. FINANCE

- 8.1 There will be no additional funding for the number of teams entered into the competition.
- 8.2 ECB will pay teams progressing to the regional and national finals a contribution towards their travel expenses, subject to a completed claim form being submitted no later than 2 weeks after the respective competition has been completed.

9. RESULTS

- 9.1 COUNTY FINALS: County cricket boards will be responsible for informing Sue Laister of their county winner, information will then be collated and distributed to the regional organisers.
- 9.2 REGIONAL FINALS: ECB will ensure winners of all regional finals are provided with information regarding the national final.

10. PITCH

- 10.1 The length of the pitch will be 19 yards.

11. DURATION

- 11.1 8 overs per innings.

12. BATTING

- 12.1 Batters may run on any ball whether it is hit or not.
- 12.2 Batters must retire when their total is equal to or has passed 15 (all runs will count, i.e. a batter is on 14 and hits a 6, they retire on 20).
- 12.3 Retired batters can continue their innings if only 1 batter remains.
- 12.4 A single batter may remain with the support of a runner – who can be run out.
- 12.5 The innings will be declared closed when:
 - 12.5.1 All batters are out.
 - 12.5.2 The allocated numbers of overs have been bowled by the fielding team.
 - 12.5.3 For the second innings all overs will be bowled unless the all the batters are out.
- 12.6 The LBW law will not be applied unless the batter deliberately blocks the ball from hitting the wicket.
- 12.7 Batters can be caught out off any wall or ceiling but not the boundary wall.

13. BOWLING

- 13.1 Any player may bowl, including the wicket keeper.
- 13.2 All bowlers **MUST bowl overarm**. Only 6 balls to be bowled in any over, except in the final over.
- 13.3 3 Runs will be awarded to the batting team for each wide ball and no ball bowled but no extra ball will be allocated, if a wide or no ball is bowled in the last over then the ball will have to be re-bowled.
- 13.4 If a ball bounces more than twice before reaching the popping crease a no ball will be called.
- 13.5 Minimum of 5 bowlers per innings (with a maximum of 2 overs per bowler).
- 13.6 All bowling to be bowled from one end only.
- 13.7 ECB Fast Bowling Directives will NOT apply to this competition.

14. FIELDING

- 14.1 Fielders in front of the batter must stand at least 8 yards from the batter or against the wall, whichever is closer.
- 14.2 The umpire must stop the game in the event of rule 14.1 being broken and must ensure the fielder is further than 8 yards away from the batter before play resumes.

15. SCORING

- 15.1 Add 3 extra runs to the team score for each no ball or wide bowled by the opposing team.
- 15.2 Extras should not be added to the batters score except no balls where additional runs are scored (example – a no ball is bowled, 3 runs are added to extras, the batter hits it for 4 – this goes on the batters score and the team score – overall team runs scored for this delivery is 7).
- 15.3 No extra balls to be bowled for illegal deliveries, except in the last over, if a wide or no ball is bowled the bowler must bowl each illegal delivery again.
- 15.4 1 run will be awarded if the ball hits the wall or the ceiling and the batters do not run.
- 15.5 2 runs will be awarded if the ball does not hit the wall or ceiling and the batters complete a run.
- 15.6 3 runs will be awarded if the ball hits the wall or the ceiling and the batters complete a run.
- 15.7 4 runs will be awarded if the ball hits the back wall without hitting the side wall or ceiling but bounces.
- 15.8 6 runs will be awarded if the ball hits the back wall without hitting the side wall or ceiling but does not bounce.
- 15.9 1 run shall be awarded if the ball is thrown by a fielder following fielding the ball and the ball hits any wall or the ceiling. This rule can apply more than once during the same delivery.
- 15.10 Score sheets will be provided by the Competitions Manager.

16. RESULT OF A MATCH

- 16.1 The team with the highest score wins.
- 16.2 A tied game is acceptable - a tied game is when both teams score the same number of runs and have lost the same number of wickets.
- 16.3 In a knockout match if the teams score is equal the following will be used to determine a winner:
 - 16.3.1 Number of wickets taken.
 - 16.3.2 Team scoring most runs in overs 1, then 2, then 3 and so on until the 8th over.
 - 16.3.3 If scores are still level, to determine a winner then a bowl out will take place. Captains shall nominate before the start of the bowl out which four members of the team shall bowl. All four bowlers will bowl 2 balls each and the team that hits the wickets the most will be declared the winner. If still equal then it will be sudden death to decide the winner.

17. RESULT OF A COMPETITION (GROUP STAGES OR LEAGUE FORMAT)

- 17.1 If a league format is used 3 points will be awarded for a win, 2 for a tie or 1 for a loss.
- 17.2 At the end of the league stage, if two or more teams have the same number of points the following shall apply:
 - 17.2.1 The team that has scored the most runs in total throughout the competition should be the winner.
 - 17.2.2 The team that has lost the fewest wickets in total throughout the competition shall be the winner.
 - 17.2.3 If the above fail to determine a winner then a bowl out will take place. Captains shall nominate before the start of the bowl out which four members of the team shall bowl. All four bowlers will bowl 2 balls each and the team that hits the wickets the most will be declared the winner. If still equal then it will be sudden death to decide the winner.

18. CODE OF CONDUCT

- 18.1 All players, coaches or match officials shall be bound by the MCC Spirit of Cricket and the ECB General Conduct Regulations.

19. COACHING

- 19.1 At all times coaching shall not be permitted from the sidelines during a match. In such an event, the umpire or Competition Manager shall request the coach/manager/parent or spectator to stop.

20. ORGANISERS DECISION

In all matters relating to the competition the Competition Manager's decision shall be final and binding.