

# South Devon Youth Cricket League

## Points Scoring Guide 2013 - 11 a side cricket

- **COMPLETED GAME - RESULT POINTS**

A completed game is where both teams have batted for the agreed number of overs or lost all of their wickets. The team scoring more runs at the end of their innings shall be the winner. If scores are level then the team having lost fewer wickets shall be the winner. If scores and wickets lost are equal, then the game shall be a tie

**WINNING TEAM - 20 points**

**LOSING TEAM - 5 points**

**TIED GAME - 12 points each**

- **COMPLETED GAME - BONUS POINTS**

In addition to the result points, teams may be awarded up to 10 bonus points in a game for batting and bowling performance as follows

**EVERY 2 WICKETS TAKEN - 1 point**

(If a team has less than 11 batters then 5 points are awarded for getting the opposing team "all out" even if 10 wickets are not taken)

**EVERY 30 RUNS SCORED - 1 point (UPTO A MAXIMUM OF 150 RUNS)**

(If a team batting second is successfully chases a total of less than 150 to win then 1 point is awarded for every 2 wickets in hand upto a maximum of 5 batting points in total)

- **NON COMPLETED GAME - WALK OVER**

Where 1 team fails to fulfil the fixture for no justifiable reason, the game shall be awarded as a walk-over win to the other team

**WALK-OVER WIN - 25 points**

**WALK-OVER LOSS - 0 points**

- **NON COMPLETED GAME - CANCELLATION**

Where a game is not started due to poor weather, pitch conditions or "force majeure"

**CANCELLATION - 8 points each**

- **NON COMPLETED GAME - ABANDONMENT**

Where a game is started but a result cannot be reached due to weather or poor light then both teams score cancellation points plus any bonus points already accrued in line with "completed game" bonus points above