



National MiCL Playing Rules and Conditions

Except as otherwise stated, the latest [MCC Laws of Cricket](#) will apply.

Age Group	Boys	Girls
U11	Born after 09/01/2007	Born after 09/01/2005
U13	Born after 09/01/2005	Born after 09/01/2003
U15	Born after 09/01/2003	Born after 09/01/2001

Playing Conditions

- ❖ All players must wear colored uniforms and clads.
- ❖ Power Play: Only 2 fielders allowed outside the 30-yard circle
- ❖ If the innings has reduced overs, maximum overs per bowler, as well as the power play overs, will be adjusted accordingly (rounded up to the next whole number).
- ❖ Both batsmen must wear a helmet while the ball is in play.
- ❖ No fielder will be allowed to stand within 12 yards of the batsman. The on-field umpires will enforce this strictly.
- ❖ Wide Balls: ICC ODI rules will be followed.
- ❖ No ball: ICC rules will be followed unless otherwise stated. Any ball (from the pace or slow bowlers) above the waist height of striker at the crease will be called a no-ball.
- ❖ Bouncer: Only two bouncers above shoulder height of a striker standing upright will be allowed and the third bouncer will be called no-ball
- ❖ A minimum of 4 fielders should remain inside the 30 yd circle during play.

General Rules and Playing Conditions

	U11	U13	U15
Ball	4.75 oz (White)	5.5 oz (White)	5.5 oz (White)
Pitch	21 yards	22 yards	22 yards
Boundary	45-50 yards	50-55 yards	55-60 yards
Maximum overs per bowler	5 overs	5 overs	5 overs
Power Play	First 6 overs	First 6 overs	First 6 overs
Free Hit	Yes - All No Balls	Yes - All No Balls	Yes - All No Balls
Special Wide Rule	Yes (Except in last 2 overs)	No	No

Duration

- ❖ Each innings will be of 30 overs duration.
- ❖ Each side will get 2 hours 20 minutes to complete the allocated overs, with 5-minute onfield drinks break at the completion of the 15th over.
- ❖ A grace period of 15 minutes may be allowed for the completion of the innings, at the umpire's discretion, if there are unforeseen delays in the game. The innings break will be shortened by that time.
- ❖ The on-field umpires will be responsible for time management and will make every effort to complete the games on time.
- ❖ The on-field umpires may use their discretion to shorten the duration of the game if they feel that the game will go beyond the allocated time. They will notify both the team captains and Managers about this.
- ❖ A minimum of 15 overs per side will constitute a match.
- ❖ No side may declare an innings closed.

Hours of Play

- ❖ **Game 1 of the day**
 - ❖ Toss Time: 8:15 AM
 - ❖ 1st innings: 8.30 AM - 10.50 AM
 - ❖ Break between innings: 20 mins
 - ❖ End of game 1:30 PM
- ❖ **Game 2 of the day**
 - ❖ Toss Time: 1:45 PM
 - ❖ 1st innings: 2:00 PM - 4:20 PM
 - ❖ Break between innings: 20 mins
 - ❖ End of game 7:00 PM

Note: The notional over rate will be 15 overs per hour & both sides are expected to meet this rate.

Drinks

- ❖ One 5 min interval for drinks will be taken after 15 overs of each innings.
- ❖ An individual player may be given a drink, either on the boundary edge or on the field of play at the fall of wicket providing playing time is not lost (umpire's discretion followed).

Number of Players

- ❖ Teams need a minimum of 7 players during the toss, else must forfeit the toss.
- ❖ At the scheduled start time of the match, if a team still does not have a minimum of 7 players, they will forfeit the match.
- ❖ Each team will consist of a maximum of 12 players & should be nominated in writing to the umpires before the toss.
- ❖ No more than 11 players can bat or be on the field of play at any one time.
- ❖ 11 players can bat; 12 players are allowed to bowl.
- ❖ There will be no need to nominate which players will bat, ahead of time. Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately play a full part in the match.
- ❖ Retirement: If a batsman is retired, he will not be able to come back for batting. Only batsman retiring due to injury will be permitted to come back to play.
- ❖ No runners will be permitted for the injured batsman.

Player Restrictions

A player is not allowed to play for two different teams in the same age group. However, a player can play for two teams belonging to different age-groups, provided he/she is registered in their roster and these matches are not getting played at the same time.

Wides

- ❖ Any off-side or leg-side delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called & signaled "Wide Ball".
- ❖ Unplayable deliveries over the batsman's head height will be deemed as a wide ball
- ❖ U-11: Each wide ball will count as 2 runs, and that ball will be counted towards the over (total 6 balls per over) except for the last 2 overs of each batting innings where normal ICC rules (6 *legitimate* deliveries to be bowled to constitute an over) will be followed.
- ❖ U-13: Normal ICC rules (6 *legitimate* deliveries to be bowled to constitute an over) will be followed.
- ❖ U-15: Normal ICC rules (6 *legitimate* deliveries to be bowled to constitute an over) will be followed.

No Ball

- ❖ Double bounce (before reaching the batsman) deliveries will be treated as no-balls. This is a change to MCC Law 24.7 which only stipulates a no-ball when the ball bounces *more than* twice before reaching the batsman.
- ❖ Any full pitched delivery (regardless of speed - yes even for spin bowlers) which passes or would have passed above waist height of the striker standing upright at the crease shall be called & signaled “No Ball”.
- ❖ Two bouncers are allowed in an over. The third bouncer will be deemed a “No-Ball”. Bouncer Definition: A ball which after pitching passes or would have passed above the shoulder of the striker standing upright at the crease.

The Result

- ❖ In the event that the scores are level in a match unaffected by weather, there will be a “Super over” where each team must nominate 3 batsmen and a bowler.
- ❖ The super-over will be deemed completed at the fall of 2 wickets should the batting side be unable to play out the “super-over”.
- ❖ If the game remains tied at the end of the super-over, the result will be decided at the flip of a coin.

Scorers

Each team will nominate 1 scorer for each match and will work together for scoring manually and using Cricclubs online App.

Practice on the ground

All forms of practice and fitness will be permitted on the outfield before the start of play or after the close of play or during lunch and between innings provided such practice will not cause a significant deterioration in the condition of the outfield and won't delay the game. No bowling or batting practice will be permitted on the main pitch.

Disputes

Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the festival organizing committee, who will make the final decision.

Other Guidelines

- ❖ Only coach and/or Manager are allowed to advise the players on the field during breaks.
- ❖ No parents' intervention/advice should happen when the match is in progress.