



Rules and Guidelines

Revision 1.0

2018

ACA Youth Tournament

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Rules and Guidelines

Except as otherwise stated, the latest [MCC Laws of Cricket](#) (Oct 2017 edition) will apply

1. Age Groups

Age Group	Boys	Girls
U12	Born on or after 9/1/2005	Born on or after 9/1/2004
U14	Born on or after 9/1/2003	Born on or after 9/1/2002
U18	Born on or after 9/1/1999	Born on or after 9/1/1998

- 1.1. No restriction on lower age though academies should try to put kids with appropriate skill level in each age group team, this will be carefully reviewed.
- 1.2. Respective clubs & teams should do age validations to make sure the kids in the roster confirm to the above age limit before the start of a game

2. Clothing

- 2.1. All players must wear a **colored** team uniform.
- 2.2. Batsman, non-striker, and wicket-keeper should wear **colored** batting pads. Colored clads can be used for the pads.
- 2.3. Wicket Keepers will be **required** to wear a helmet and abdomen guard while a ball is in play.
- 2.4. Batsman and non-striker will be **required** to wear a helmet while a ball is in play.
- 2.5. Thigh guard, chest guard and abdomen guard will need to be worn **inside** clothing.
- 2.6. During all matches, **no metal** spikes will be worn by either batsmen or bowlers that will likely damage the surface. Umpires reserve the right to not allow a player to bat or bowl if footwear is likely to damage or is damaging the surface in any way until player changes the footwear.

3. General Rules and Playing Conditions

Criterion	Age Group		
	U12	U14	U18
Ball	4.75 oz (White)	5.5 oz (White)	5.5 oz (White)
Pitch	21 yards	22 yards	22 yards
Inner circle	25 yards	30 yards	30 yards
Boundary	50 yards	60 yards	60 yards
Maximum overs per innings	30 overs	30 overs	40 overs
Maximum overs per bowler	6 overs	6 overs	8 overs
Power Play Overs	6 overs	6 overs	Multiple
Drinks break (on-field, 5 minutes each)	Every 15 overs	Every 15 overs	Every 15 overs
Innings Break	15 Minutes	15 minutes	15 Minutes
Max innings duration - Including breaks	140 minutes	140 minutes	180 minutes
Special Wide Rule	Yes	No. ICC Wide Ball Rules apply.	No. ICC Wide Ball Rules apply.

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- 3.1. If the innings has reduced overs, maximum overs per bowler will be equal to number of overs per innings divide by 5 (rounded up to next whole number).
- 3.2. 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 may be shortened by that time.
- 3.3. The on-field umpires may use their discretion to shorten the duration of the game, if they feel that game will go beyond the allocated time. They will notify both the team captains and managers about this at least 45 minutes prior to the end of the first innings.
- 3.4. An individual player may be given a drink, either on the boundary edge or on the field of play at the fall of wicket or at injury breaks, providing playing time is not lost (umpire's discretion followed).
- 3.5. Toss for each game will be no later than 15 minutes before game start time except delays due to weather or field conditions.
- 3.6. No side may declare an innings closed.
- 3.7. Note: The notional over rate will be 15 overs per hour & all teams are expected to meet this rate.**

3.8. Power Play

3.8.1. U12 & U14 Age-group

- 3.8.1.1 Batting Power Play will be the first 20% of the overs - only 2 fielders outside 25/30-yard and minimum 2 fielders in catching position during this time.
- 3.8.1.2 In the next 80% of the overs, there will be only a maximum of 5 fielders outside the 25/30-yard circle.

3.8.2. U18 Age-group

- 3.8.1.3 Batting Power Play will be the first 20% of the overs - only 2 fielders outside 30 yards and minimum 2 fielders in catching position during this time.
- 3.8.1.4 In the next 60% of the overs, there will be only a maximum of 4 fielders outside the 30-yard circle.
- 3.8.1.5 Bowling Power play will be the last 20% of the overs - a maximum of 5 fielders outside the circle.

3.9. Players

3.9.1 Player Restrictions

- 3.9.1.1 No team roster updates allowed, once it is published, i.e. from start till end of the tournament.
- 3.9.1.2 No player sharing/movement between the published teams for the same/different age groups. For e.g.: in U12 age group, ACA team cannot share players from their published roster with CricMax U12 or TCA U14 team.
- 3.9.1.3 But for the team, there may be another age group, for e.g.: The player Joe from TCL U12 team can play in their U14 team. Team roster however should be set before start of tournament and shared with Tournament administrators and Umpires.

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3.9.2 Number of Players

- 3.9.2.1 Teams need a minimum of 7 players to play a game, else must forfeit the game. Teams may use unlisted players as substitute (no batting or bowling) when they don't have a full squad of 11.
- 3.9.2.2 Team roster would be shared with the opponent team, umpires and scorer before the toss.
- 3.9.2.3 No more than 11 players can bat or be on the field of play at any one time.
- 3.9.2.4 11 players can bat; 12 players are allowed to bowl.
- 3.9.2.5 Team doesn't need to nominate which players will bat, ahead of time.
- 3.9.2.6 Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately field for the rest of the match.
- 3.9.2.7 **Retirement:** Only batsmen retiring due to injury will be permitted to come back to play. A retired batsman can come back to bat again only after the rest of the batsman are out or retired.
- 3.9.2.8 No runners will be permitted for injured batsman.

3.10. Fielding

- 3.10.1. Other than slip fielders and keeper, no fielder will be permitted to stand within 12 yards of the batsman in U14 and U18 age category and 15 yards in U12 age category.
- 3.10.2. If a player goes off the field during a bowling innings, the player must wait for a period equal to their time off the field until they are allowed to bowl again.

4. Umpires

- 4.1. Neutral ACA umpires will be officiating all matches.
- 4.2. When neutral leg umpire is unavailable, leg umpires will be provided by batting side.
- 4.3. Team appointed umpires should be familiar with laws of cricket and have good understanding of no ball, stumping and run out rules.

5. Scoring

- 5.1. Scoring will be done using recommended app and a scorer user account will be provided to each team for scoring.
- 5.2. Each team will appoint one scorer(s) for each game played. Batting team is responsible for scoring. Both scorers and umpires must tally score sheets after each inning & approve for correctness in consultation with captains of both teams.
- 5.3. For any reason, if online scoring cannot be done during the game, scores will be updated to recommended online app from manual scoring sheets.

6. Ball

- 6.1. New ball will be used at the start of each innings.
- 6.2. The umpires will decide when a ball becomes unfit for use and obtain a replacement.

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7. Wide Balls

7.1. Off side

7.1.1. Any off- 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".

7.2. Leg side

7.2.1. Any ball passing down the leg side i.e. missing the leg stump and not been hit or hitting the batsman is deemed a wide ball even if the batsman steps inside the line. However, if the ball passes between the striker and leg stump will NOT be called wide.

7.3. No delivery will be called 'wide' if it comes into contact with the striker or striker's bat or been called a 'no ball'.

7.4. If ball pitches on the edge or off the pitch, it shall be called a wide.

7.5. For U12 only

7.5.1 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 TWO overs of each batting innings where normal ICC rules (6 legitimate deliveries to be bowled to constitute an over) will be followed. Wide balls in the last TWO overs will also be scored as 1 runs.

7.5.2 Example: If the umpires call a ball "Wide". 2 runs (except last TWO overs) will be added to the total and no extra ball will be bowled. Any runs completed of a wide ball will count . (e.g.) 1 run completed of a wide ball will be scored as 3, of if the ball crosses the boundary, 6 wides will be scored.

8. No Balls

8.1. Double bounce (between the wickets - stump to stump) deliveries will be treated as no-balls.

8.2. Any full pitched delivery, regardless of speed (spinner or pace/seam bowler) which passes or would have passed above waist height of the striker standing upright at the crease will be called 'no ball' even if the batsman hits the ball.

8.3. If the bowling team violates the fielding restrictions as listed, the umpire will call a no ball.

8.4. All no balls will result in a Free Hit for the batting team.

8.5. The delivery following a "No-Ball" will be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (e.g. a wide or another no ball) then the next delivery shall be a free hit. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball. Field changes are NOT permitted for free hit deliveries unless batsman changes.

8.6. One 'bouncer' per over allowed. If the bowler bowls a second bouncer in the over, the umpire will call a no ball. A bouncer is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.

8.7. If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over.

8.8. The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.

8.9. If a bowler breaks the non-striker's stumps during his delivery or delivery stride, it will be called 'No Ball' – free hit allowed.

8.10. Each No ball will count as 1 run. The ball must be bowled again.

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9. Result

- 9.1. A minimum of 15 overs per side will constitute a match
- 9.2. Team scoring highest runs will be deemed as winner.
- 9.3. If the scores are level in a match, unaffected by weather, there will be a “Super over” to determine the result of the match.

- 9.4. **Super Over:**
 - 9.4.1. Each team must nominate 3 batsmen and 1 bowler.
 - 9.4.2. The super-over will be deemed completed at the fall of 2 wickets should the batting side be unable to complete the “super-over”
 - 9.4.3. If the game remains tied at the end of the Super-over, another super-over may be played with the teams nominating a different set of 3 batsman and 1 bowler. Super-over to continue until one team declared winner.

- 9.5. **Interrupted Match:**
 - 9.5.1. If, in an interrupted match, the side batting second is unable to receive the number of overs they are entitled, the result shall be determined by calculation of Net Run Rate (scoring rates).

$$\text{NRR} = (\text{Number of runs scored} / \text{Number of overs faced}) \text{ Minus } (\text{Number of Runs conceded} / \text{Number of overs bowled})$$
 - 9.5.2. The runs/overs average of the whole of the first innings shall be compared with the runs/overs average of the second innings at the time the match ended. The revised target becomes the average runs/overs of the first innings multiplied by the number of overs received in the second. Note, for a match result a minimum of 15 overs per side completion is required.
 - 9.5.3. In these calculations, if a side was bowled out before receiving their full allocation of overs, the side shall be deemed to have finished batting for the full allocation of match overs (i.e. 30 for U12/U14 and 40 for U18)
 - 9.5.4. A partly completed over shall be counted as a full over.

- 9.6. The match umpires’ interpretation of all matters concerning the conduct of play shall be final.
- 9.7. The tournament organizer’s ruling on all other matters shall be final.
- 9.8. It shall be the duty of the captain(s)/manager(s)/coach(es) of the team(s) and the umpire(s) to ascertain between innings, the total runs scored by the side batting first and to agree the batting target accordingly.



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- 9.9. In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game
- 9.9.1. If possible start the game from the beginning with a minimum of 15 overs per side been played.
 - 9.9.2. Work out the number of overs to be played by the time left and dividing it by 4 minutes per over.
 - 9.9.3. Wherever possible both sides must have the same number of overs to play.
 - 9.9.4. Umpires to work out the number of overs per bowler as mentioned in general rules and playing conditions as well as agreeing the fielding restrictions.
- 9.10. If a match is interrupted by weather and the team batting second doesn't get to face the same number of overs as the team batting first, the match will be decided based on the Net Run Rate Calculation as mentioned above. In the event of a game is abandoned by any team or doesn't have a minimum of 7 players at the time of toss, game will be deemed as produced a result and the other team will be declared as winner.

10. Points System

- 10.1. Winning Team will be awarded 5 Points for each win.
- 10.2. No points will be awarded to the losing team
- 10.3. 2 points will be awarded to each team if the match is abandoned/Washed out
- 10.4. Tied Games will follow the tiebreak system mentioned in Section 9 (Result)

Result	Points
WIN	5
Loss	0
No Result/Abandoned Match	2

11. Disputes

- 11.1. Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to ACA youth league committee, who will make the final decision.
- 11.2. Schedule, Grouping, etc. will be final. No Changes or Request will be allowed.

12. Responsibilities of teams

- 12.1. ACA tournament committee will take care of ground setup, balls, and other logistics.
- 12.2. Playing teams are requested to maintain cleanliness of field during the matches.

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13. Other Guidelines

- 13.1. Only coach and/or Manager can advise the players on the field – **No parents' intervention/advice should happen when the match is in progress.**
- 13.2. Only Coach and/or Manager are allowed to enter on the field during the game/breaks.
- 13.3. Walk over/Throw away of the games is not allowed. Such things will warrant disciplinary actions and such actions will be decided by ACA committee.
- 13.4. 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 the lunch and between innings provided such practice will not cause significant deterioration in the condition of the outfield and won't delay the game.
- 13.5. No bowling or batting practice will be permitted on the pitch before start of the play until game is called finished. On-pitch practice is only allowed after all the games are over on that day provided such practice will not cause any damage to the pitch.

14. Guidelines for Umpire

- 14.1. Umpires should wear recommended attire to suite playing conditions.
- 14.2. Umpires should know the tournament rules and have the Rules and Guidelines document handy for reference.

15. Code of conduct

- 15.1. All Players, administrators, support staffs are expected to follow the code of conduct as set forth by ACA committee to maintain the spirit of the game.