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2023 ATA Youth Cricket Tournament (AYCT)

Fall League

Playing Conditions for U11 , U13, and U15 Divisions (Effective: October 1, 2023)

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Playing Conditions for U11 , U13, and U15 Divisions

1. These Playing Conditions are meant to override any similar sections / sub-sections of the **USA Cricket Under 11/13/15 - 20 Overs Playing Conditions** (Effective 4/1/23). However, whenever there is a situation that is not covered, or is not clearly defined, then the following shall apply in this order:
 - a. **USA Cricket Under 11/13/15- 20 Overs Playing Conditions** (Effective 4/1/23)
 - b. **ICC Standard T20 Playing Conditions** (Effective 11/1/22)
 - c. **MCC Laws** (Effective 10/1/22)

Note – we will not follow the USA's/ICC's/MCC's Law 42 for Code of Conduct issues. Instead, please see section 29 below.
2. Divisions and Age limits:
 - a. U11: A male player must have been born after September 1, 2011. Female players must have been born after September 1, 2009.
 - b. U13: A male player must have been born after September 1, 2009. Female players must have been born after September 1, 2006.
 - c. U15: A male player must have been born after September 1, 2007. Female players must have been born after September 1, 2004.
3. A club can enter more than 1 team per Division.
4. Rosters are completely flexible until the playoffs (playoffs include any match subsequent to the preliminary rounds) with the following limitations:
 - a. Registration information for new players must be submitted by 8:00 pm on Thursday 10/05, for the player to be allowed to play in a match
 - b. Players may not play for more than one team in the same division and/or same age group (except as noted at 5.a below)
 - c. No new player shall be added to the roster after the final match of the preliminary rounds. For a player to participate in the playoffs, that player must have played in at least one preliminary round match in the same Division. (Note – a totally rained out/abandoned/forfeited match does not count. The match should have started.)
 - i. If a player was in the starting XI, this counts as “played in the match”, irrespective of whether he/she batted or bowled.
 - ii. A super sub **must** have batted or bowled in the match to be considered as “played in the match”.
 - iii. A regular sub does not count as having played in the match.
 - d. Any exceptions to any of the above should be submitted to the Executive for approval at least one day before the applicable match. In addition, any above violation is considered a forfeiture for the illegal match i.e., the match in which the violation was made. The ineligible player will only have his/her statistics erased for the illegal match.
5. If a team withdraws or is expelled from the league, the following shall apply:
 - a. If the team played 50% or less of their preliminary round matches, including abandoned matches, then their players can play for other teams in the same division for the remainder of the season.
 - b. If the team played more than 50% of their preliminary round matches, including abandoned matches, then their players cannot play for other teams in the same division for the remainder of the season.
 - c. The points earned by the other teams in matches involving the withdrawn/expelled team will be removed. The team scores in these matches will not be factored into overall Net Run Rate calculations.
 - d. All individual player statistics (of both teams) will remain intact for matches involving the withdrawn/expelled team.
6. Players should be properly dressed in their team's top and bottom. (*Highly recommended*).
7. Rescheduled matches: There will be no rescheduled matches due to possible rain/rain. (This includes individual teams agreeing to start a match earlier in the day than originally scheduled to avoid possible rain).
8. Grounds Allocation – AYCT allocates grounds at the start of the tournament but will make any changes if necessary.
9. On match day, and up until the umpire(s) arrive, the home team is responsible for calling off the match due to rain.
10. Starting a match or resuming a match in the next innings:
 - a. Before the coin toss, a hard copy team sheet with full name (distinguishing the playing XI vs. super sub vs. regular sub) should be provided to the Umpire(s), Opposing Captain, and Scorers.
 - b. If one team is not able to spin the toss by 15 minutes before the start time, they will forfeit the toss.
 - c. A team may not start or resume a match with less than eight (8) nominated players.
 - d. Unless there is a responsible Ground Authority, the home team is responsible for preparing the pitch and setting up the field. If this is not done by the home team by the scheduled start time, this counts as not being able to start a match on time.
 - e. The bowling team must provide the new ball. Otherwise, this counts as the inability to start or resume a match on time.
 - f. A team that is late or unable to start or resume a match at the scheduled start /resume time will lose one (1) over for every five (5) minutes or part thereof that they are late, not to exceed thirty (30) minutes.
 - g. A team not ready to start or resume a match within thirty (30) minutes of the scheduled start /resume time will automatically forfeit the match.

11. Mandatory equipment:
 - a. Batters shall not be allowed to bat unless he/she is wearing:
 - i. Batting pads on both legs.
 - ii. Colored batting pad clads (*Highly recommended unless the pads are already colored*).
 - iii. Batting gloves on both hands.
 - iv. Helmet with full-face guard.
 - v. Cup/box (male batter)
 - b. Fielders:
 - i. All male fielders shall wear a cup/box whenever play is in progress. All females shall be exempted from such requirements.
 - ii. Helmet for fielder 8 yards (24 feet) or closer from the striker
 - c. Wicketkeepers shall wear protective helmet, box/cup/abdominal guard (males only), and wicket-keeping gloves.
12. The pitch length (see Appendix 1):
 - a. U11: Twenty (20) yards.
 - b. U13/U15: Twenty-two (22) yards.
13. Field size (see Appendix 1):
 - a. U11: A circle with a radius of 45 yards from the middle of the pitch. The straight boundaries are 34.5 yards from the rear of each wicket.
 - b. U13: A circle with a radius of 50 yards from the middle of the pitch. The straight boundaries are 39 yards from the rear of each wicket.
 - c. U15: A circle with a radius of 55 yards from the middle of the pitch. The straight boundaries are 44 yards from the rear of each wicket.
 - d. For all the above age groups – If the ground is not big enough to accommodate the required boundary size, teams should utilize the maximum available space within that ground. In such cases, teams may need to adjust or modify the dimensions or layout of the boundaries to fit within the available area.
14. Length of innings and matches:
 - a. U11/U13/U15
 - i. 20 overs per innings and a maximum of 4 overs per bowler. Any part over of a bowler counts as a full over for this purpose.
 - ii. Maximum of 1 hour and 40 minutes per inning, excluding water breaks. A water break of 5 minutes is allowed at the halfway point (10 overs) of each innings. The innings break is 10 minutes. Total match time = 3 hours and 40 minutes.
 - iii. Whenever there are two matches on the same ground, the morning match must end by the **start time** of the afternoon match. The [CricClubs Duckworth-Lewis-System \(DLS\) Calculator](#) will be applied if the first match does not end by this cut-off point.
 - b. The umpires shall ensure that the pace of the match is maintained and should consider reducing the innings break to a minimum of 10 minutes where necessary, particularly to ensure that afternoon matches start on time.
15. Balls: White leather ball shall be used with the following sizes:
 - a. U11: Youth ball/4.75 ounces – *Use AYCT balls and replace ball (with one of similar wear and tear) for wet outfield only once, as determined by the umpire.*
 - b. U13/U15: Adult ball/5.5 ounces – *Use AYCT balls and replace the ball (with one of similar wear and tear) for wet outfield only once, as determined by the umpire.*
16. Power Play and field restrictions:
 - a. Restricted area (Inner Circle): Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each semi-circle shall be as indicated below, with two parallel straight lines drawn to link the semi-circles. (See Appendix 1 and 2)
 - i. U11: 20 yards
 - ii. U13: 25 yards.
 - iii. U15: 30 yards
 - b. For U11, U13 & U15 (1 Power Play):
 - i. The following first # of overs are the cut-off points for which no more than two (2) fielders shall be allowed outside the restricted area, after which no more than five (5) fielders are allowed outside the restricted area:
 - U11/U13/U15: six (6) overs.
 - ii. Should the number of overs for a match be reduced due to rain and/or a late start, then the above field restrictions shall be 30% of the total overs (*Normal rounding rules apply, i.e., 2.4 becomes 2, and 2.5 becomes 3*) as follows:

Match Overs	1st Power Play Overs (Max 2 outside Inner Circle)	2nd Power Play Overs (Max 5 outside Inner Circle)
10	3	7
11	3	8
12	4	8
13	4	9
14	4	10
15	5	10
16	5	11
17	5	12
18	5	13
19	6	13
20	6	14
21	6	15
22	7	15
23	7	16
24	7	17
25	8	17
26	8	18
27	8	19
28	8	20
29	9	20
30	9	21

17. Bowling Ends:

- a. U11/U13: Bowling will be done from one end (decided by Umpires). Batters will switch ends at the end of each over.
- b. U15: Bowling will be done from each end. If this is not possible, then bowling will be done from one end (decided by Umpires), with batters switching ends at the end of each over.

18. The Wicket is Down:

- a. The Umpiring & Rules Committee strongly recommends that normal cricket wickets (i.e. 3 individual wooden/plastic stumps) be used whenever possible. Should normal wickets be used, then Law 29 for putting the wicket down shall be followed.
- b. When normal wickets are **not** used (e.g. "spring" type set of stumps or those with a base of some sort), any part of the base or construction shall be considered as part of the wicket. If the entire set of stumps falls onto the ground, they **must** be replaced back to an upright standing position to have an opportunity of legally putting the wicket down again.

19. Fast short-pitched ball: A fast short-pitched delivery is a ball that passes or would have passed above shoulder height of the striker standing upright at the popping crease:

- a. A bowler shall be limited to **one (1)** fast short-pitched deliveries per over for U11/U13/U15.
- b. A ball that passes above the head height of the batter, standing upright at the popping crease that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a "wide".
 - i. Any fast short-pitched delivery that is called a wide also counts as one of the allowable short-pitched deliveries of that over.
- c. In the event of a bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal "no ball" and then tap his head with the other hand.
 - i. If, in the first instance, a bowler delivers more than one fast short-pitched delivery in an over, the umpire shall call and signal "no ball". When the ball is dead, the umpire shall caution the bowler and inform the captain of the fielding side.
 - ii. If there is a second instance of the same bowler being no-balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his/her final warning.
 - iii. Should there be any further instance (third time) by the same bowler in that innings, the umpire shall call and signal "no ball," and when the ball is dead, tell the captain to take the bowler off. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor bowl any part of the next over.

20. No ball:

- a. The umpire at the bowler's end shall call and signal "No ball" if a ball that he considers having been delivered, without having previously touched the bat or person of the striker, either,

- i. bounces more than **once** before it reaches the striker's popping crease, or
 - ii. rolls along the ground before it reaches the striker's popping crease.
- b. If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket without having previously touched the bat or person of the striker, the umpire shall call and signal "no ball" and immediately call and signal dead ball.
- c. Any non-pitching delivery which passes or would have passed above the waist height of the striker standing upright at the popping crease is 'unfair' and shall be called a "No ball".
 - i. Dangerous delivery: Any non-pitching delivery as described at 20.c above is also 'dangerous' if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgment, the umpire shall:
 - disregard any protective equipment worn by the striker and by mindful of:
 - the speed, height, and direction of the delivery
 - the skill of the striker
 - the repeated nature of such deliveries.
 - ii. If any non-pitching delivery, or a series of non-pitching deliveries, is considered to be 'dangerous' by the umpire, then when the ball is dead, the umpire shall repeat the No ball signal and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side, and the batters of what occurred.
 - iii. Should the same bowler repeat this "dangerous" delivery during the same inning, the umpire shall ask the captain to remove the bowler, and he/she shall not be able to bowl again in that inning. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor bowl any part of the next over.
- d. Illegal action: If, in the opinion of either umpire, the ball has been thrown, he shall call and signal "No ball" and caution the bowler. This caution shall apply throughout the innings.
 - i. If either umpire considers that after such caution, a further delivery by the same bowler in that innings is thrown, the umpire shall call and signal "No ball" and issue a first and final warning.
 - ii. If either umpire considers that a further delivery by the same bowler in that innings is thrown, he shall call "No ball" and ask the captain to remove the bowler, and he shall not be able to bowl again in that innings. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor bowl any part of the next over.
- e. Any delivery pitching outside the defined width of the pitch **before** reaching the striker's **wicket** shall be called a "No ball".
- f. Inclusive of 20.e above, any delivery passing so wide outside the defined width of the pitch that the striker would have had to leave the pitch to play it, shall be called a "No ball" and "Dead ball". It does not matter whether the striker left the pitch or not.
- g. A penalty of one (1) run shall be awarded instantly on the call of "No ball". This penalty shall stand even if a batter is dismissed.
- h. **Free Hit:** Every "No ball" shall result in a "free hit", except as noted in section 23 for U11.

21. Wide ball:

- a. The "Wide Guideline" is thirty-five (35) inches from the center of the middle stump on the "offside". There is no "Wide Guideline" for the "onside".
- b. As a reminder, all runs completed by the batter or any resulting boundary, together with the 1 run penalty for wide, shall count as **wides**, all debited to the bowler. E.g., if a wide ball beats the wicketkeeper and
 - i. goes to the boundary, a total of 5 wides shall be scored.
 - ii. The batters run 2, a total of 3 wides shall be scored.

22. LBW will be enforced, and Leg-byes will be allowed.

23. Limit on balls per over (**U11 Only**):

- a. No over shall consist of more than eight (8) deliveries e.g. eight (8) wides or eight (8) no balls, or any combination of fair deliveries, wides, and no balls.
 - i. If the 8th delivery is a "No ball," then there shall be no "free hit", whether in the same over or in the following over.
 - ii. The only exception to 22.a and 22.a.i above is for the last over (i.e., the 20th over for U11), which must contain six (6) valid deliveries.

24. Batting Rules:

- a. Each team shall consist of eleven (11) nominated players and a maximum of four (4) substitutes (including the Super-sub). Only the eleven (11) nominated players may bat (except for the Super-sub as noted in section 25.a below)
- b. For **U11** only: A coach may retire a batter at any time. However, this batter may return only at the fall of the ninth (9th) wicket (or the penultimate wicket). If a batter is absent when it is his/her time to bat, it counts as the fall of a wicket.
- c. Runner: A runner for an injured batter is not permitted.
- d. The incoming batter has 2 minutes to be ready to receive the ball or for the other batter to be ready to receive the next ball, otherwise, he/she (the incoming batter) would be given out **Timed Out** upon appeal.
- e. The incoming and outgoing batters do not have to cross on the field of play.

25. Substitute Fielders:
- a. Super-sub is allowed:
 - i. This super-sub can bat **and** bowl **and** act as wicketkeeper and can come on at any point in time.
 - ii. This super-sub may play in **both** innings of the match.
 - iii. The replaced player will be able to come back and bat and bowl and keep wicket, subject to the limitation that there will only be 10 outs, and only 11 players on the field, and no bowler will bowl more than his/her allotted overs. For example, in a 25 over match, Player A bowls 1 over and is then replaced by Super-Sub Player B. Super-Sub Player B then bowls 5 overs. Player A can come back on for Super-Sub Player B (or for any other player) and bowl his/her (Player A's) remaining 4 overs.
 - b. A maximum of **3** regular substitute fielders are allowed, in addition to the Super-sub. These substitutes are allowed to field any point in time. However, they are **not** allowed to bowl or bat or act as a wicketkeeper. (They can act as wicketkeeper only with the permission of the bowler's end umpire and if the opposing captain has no objection).
 - c. Whenever a substitute comes onto the field of play, whether super-sub or otherwise, the umpire at the bowler's end shall be notified. Failure to do so may result in penalty runs (should the substitute come into contact with the ball whilst in play).
26. Late arrival and absences from the field:
- a. Players who arrive late prior to completion of power play of first innings for U11, U13, and U15 are allowed to bat or bowl immediately.
 - b. Players who arrive after completion of the power play of the first innings for U11, U13, and U15 will be allowed to field but will not be allowed to bowl or bat.
 - c. Fielders who leave the field for any reason, are allowed to bowl immediately upon return.
 - d. A super-sub can field for a main player who is late/ has to leave. A regular sub **cannot** field for a main player who is late/has to leave.
27. Umpires: To the extent possible, there shall be neutral umpires for all matches.
- a. Neutral umpires should be present at a match at least 45 minutes prior to the scheduled start time of the match. If no neutral umpire is present 15 minutes prior to the start of the match (i.e. at the latest time for the coin toss), then the respective teams shall supply non-neutral umpires as described at 27.c below and proceed with the coin toss. If only one neutral umpire subsequently arrives, then he/she shall umpire the match as prescribed at section 27.b below.
 - b. If there is only one (1) neutral umpire (bowler's end umpire), the batting team shall provide the striker's end umpire.
 - c. If there are no neutral umpires, both umpires shall be one from each team as follows:
 - i. The bowler's end umpire shall be from the batting side, and the umpire at the striker's end shall be from the fielding side.
 - d. All "No balls" shall /must be called by the bowler's end umpire. Except for
 - i. wicketkeeper infringement, illegal action, fielding restriction, and bowler breaking the wicket during his/her delivery.
 - e. Prior to the start of the match, both umpires (irrespective of whether either is neutral) should agree on who is going to call:
 - i. "No ball" for non-pitched deliveries above the waist and for multiple fast short-pitched deliveries
 - ii. "Wide" for short-pitched deliveries passing above head height.
28. Tie: If the scores in the main match are equal, the result shall be a "Tie". A Super Over match will then be played, but **only** in the Playoffs.
29. Super Over match (**applicable only to Playoffs**).
- a. The team batting second in the main match will bat first in the Super Over match.
 - b. The umpires shall stand at the same end as that in which they finished the main match.
 - c. The umpire(s) will choose from which end to bowl.
 - d. Each captain shall give to the umpire(s) the list of names of the three (3) batters and the one (1) bowler.
 - e. The loss of two (2) wickets in the Super Over ends the team's one-over innings.
 - f. Only nominated players from the main match may participate in the Super Over match.
 - g. Each team's over is played with the same fielding restrictions applicable for the last over of the main match.
 - h. The captain of the fielding team (shall select the ball with which the fielding team shall bowl its over from the box of balls provided by the umpires (which shall include the balls used in the match but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box.
 - i. If the Super Over match ends in a tie, there shall be a 2nd Super Over. If the 2nd Super Over ends in a tie, then the winner will be based on league standings.
 - j. The procedure for 2nd Super Over is as follows:
 - i. The team batting second in the 1st Super Over shall bat first in the 2nd Super Over.
 - ii. The balls used by each team in the 1st Super Over shall be used by the same team in the 2nd Super Over.
 - iii. The end from which to bowl will be the same as the 1st Super Over.
 - iv. Any batter dismissed in the 1st Super Over shall be ineligible to bat in the 2nd Super Over.

- v. Any bowler who bowled in the 1st Super Over shall be ineligible to bowl in the 2nd Super Over.

30. Code of Conduct:

- a. No parents/coaches are allowed on the field during the match without the permission of the umpire(s), except for an emergency.
- b. Inclusive of 30.a above, if either umpire finds any parent, coach, or player guilty of misconduct/inappropriate heckling/inappropriate sledging, then
 - i. on the first offense, the umpire shall issue a first and final warning.
 - ii. on the second offense by any parent/coach/player of the same team, the umpire shall award a 5-run penalty.
 - iii. any further offense attracts a 5-run penalty, and if caused by any player of the same team, such player shall be removed from the match and take no further part.
 - iv. serious player misconduct e.g., physical abuse, could require either
 - automatic removal without warning, in addition to a 5-run penalty, or
 - the match being awarded to the other team (*on the assumption that the misconduct is very serious*)
 - v. serious parent/coach misconduct e.g. physical abuse, would result in the match being awarded to the other team.

31. Shortened matches:

- a. For a match that starts late due to circumstances beyond the control of either team (e.g., rain) or whenever there is a temporary interruption due to rain, **and** there is **no need** to end the match at a certain time, every effort should be made to have the match played out to the original expected total number of overs per team. However, if there **is a need** to end the match at a certain time (e.g. another match follows, or ground permit limitations), then the following shall apply:
 - i. The number of overs for both teams shall be reduced at the rate of 5 minutes per over, based on the available time remaining.
 - ii. The minimum number of overs to constitute a match is:
 - U11/U13/U15 - 10 overs
 - iii. See section 15 above for field restrictions in shortened matches.
 - iv. No bowler shall bowl more than 20% of the total overs. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance e.g. in a 9 over match, 4 bowlers could bowl 2 overs each, and 1 other bowler bowl 1 over.
- b. When the match is ended by rain, the following will apply:
 - i. If rain ends a match in the 1st inning, then the match shall be considered "Abandoned". **None** of the runs scored in the match for either team shall count towards either team's overall net run rate calculations.
 - ii. If rain ends a match in the 2nd inning
 - a. but before the batting team has faced 10 overs, then the match shall be considered "Abandoned". **None** of the runs scored in the match for either team shall count towards either team's overall net run rate calculations.
 - b. but after the batting team has faced 10 overs or more, then the winner will be based on the [CricClubs Duckworth-Lewis-System \(DLS\) Calculator](#)* taking into consideration all completed overs. The runs scored in the match shall count towards either team's overall net run rate calculations as follows: Team 1 will be credited with Team 2's Par Score off the same number of overs faced by Team 2. (*The Rules & Umpiring Committee has the right to validate the result).
- c. **All** runs scored and all wickets taken shall count towards the individual player statistics.

32. Points:

- a. Match result: Win= 2 points, Tie= 1 point, Abandoned = 1 point, Loss= 0 points.
- b. Points will be awarded to the side that has won the match due to forfeiture, or if the other side is not ready to play or do not have enough players to start/resume by the cut-off point of 30 minutes after the scheduled start time/resume time, as follows:
 - i. The winner gets 2 points.
 - ii. The loser (i.e. team who is short) gets 0 points.
 - iii. Points when both teams do not have enough players by the cut-off point of 30 minutes: 0 points for each team.
- c. Any forfeiting team must inform AYCT by 8 pm on the previous day before the match, otherwise, they will also lose 1 point.

33. Division standings tiebreakers: 1- Net Run Rate, 2- Head-to-head, 3-Coin Flip by Rules & Umpires Committee.

- a. Net Run Rate:
 - i. A team's net run rate is calculated as follows: The average runs per over scored by the team **minus** the average runs per over scored against the team.
 - ii. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of

overs in which the team was dismissed.

iii. For matches that are washed out due to rain, please see section 30.b for net run rate calculations.

34. Play-offs Format (subject to change):

a. Semifinals and Finals:

i. 1st vs. 4th (SF1)

ii. 2nd vs. 3rd (SF2)

iii. Win SF1 vs. Win SF2 (Final)

b. If the Semifinals get washed out, league standings will decide who advances to the Final.

c. If Final gets washed out, then the title will be shared.

35. COVID Guidelines (*Recommended*):

a. A comprehensive effort should be made by every participating team to ensure that their team is COVID-19 free.

b. Teams should try to have appropriate hygiene measures around the field of play and are responsible for educating their players.

c. Players and umpires should maintain social distancing (at least 6 feet apart) on the field of play.

i. There shall be regular hand sanitizing when in contact with the ball.

ii. Do not touch the eyes, nose, and mouth after making contact with the ball.

iii. Saliva should not be used on the ball. Umpires should keep the ball clean with an appropriate cloth each time a player uses saliva on the ball (accidentally or not).

iv. Umpires may consider wearing gloves when handling the ball.

v. Players should practice appropriate field positioning.

vi. No handing over of player items (caps, towels, sunglasses, jumpers) to the umpire or teammates. Each player should be responsible for their own items.

vii. Bowlers may place their caps by their bowling marker, but in line with the stumps, in which case no 5-run penalty will be awarded if the ball were to come into contact with the cap.

viii. Discourage sharing of equipment where possible. If it is required, ensure the equipment is cleaned appropriately.

ix. Players should also avoid any unnecessary body contact on the field of play.

d. All participants should minimize the use of communal facilities before /after play. Players should come to the ground "ready to play".

e. Spectators and team management should also practice social distancing.

36. Changes to these Playing Conditions: The Rules & Umpires Committee reserves the right to make changes to these playing conditions and communicate such changes as deemed necessary.

37. Appeals/Complaints:

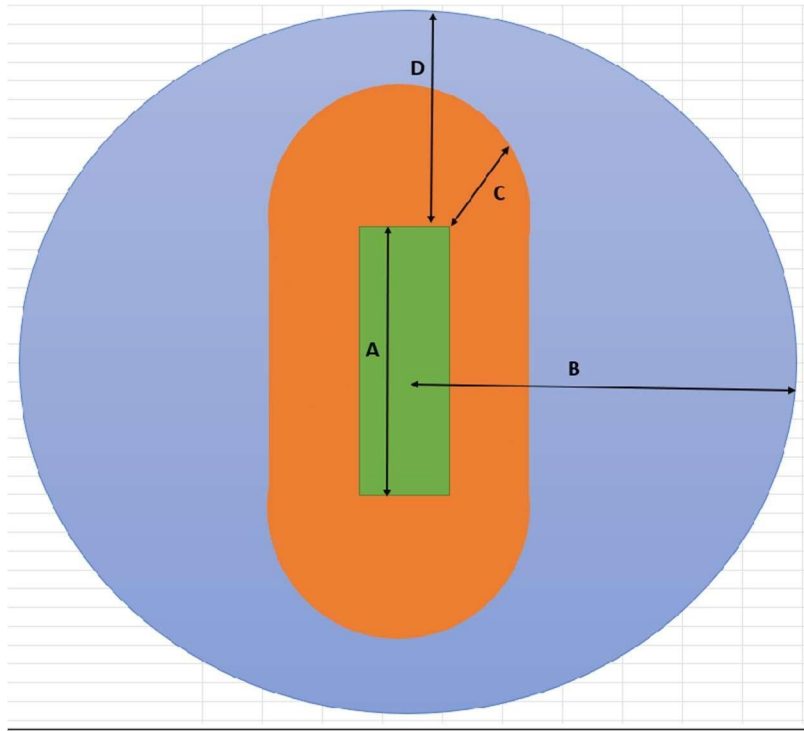
a. Teams are allowed to lodge appeals or file complaints in writing to the Rules & Umpires Committee (email contact is in the appendix) within **24** hours after the end of their match. The committee will respond in 72 hours.

b. Umpire errors in judgment and misapplication of the Law are considered "normal" umpiring mistakes, and therefore the umpire's call is final and will not be overturned. However, such scenarios will be used as teaching moments for future matches.

c. Poor team behavior off the field or other exceptional events will be considered and could result in some form of penalty.

Appendix 1 - Field Dimensions: Outer Boundary, Inner Circle and Pitch Length.

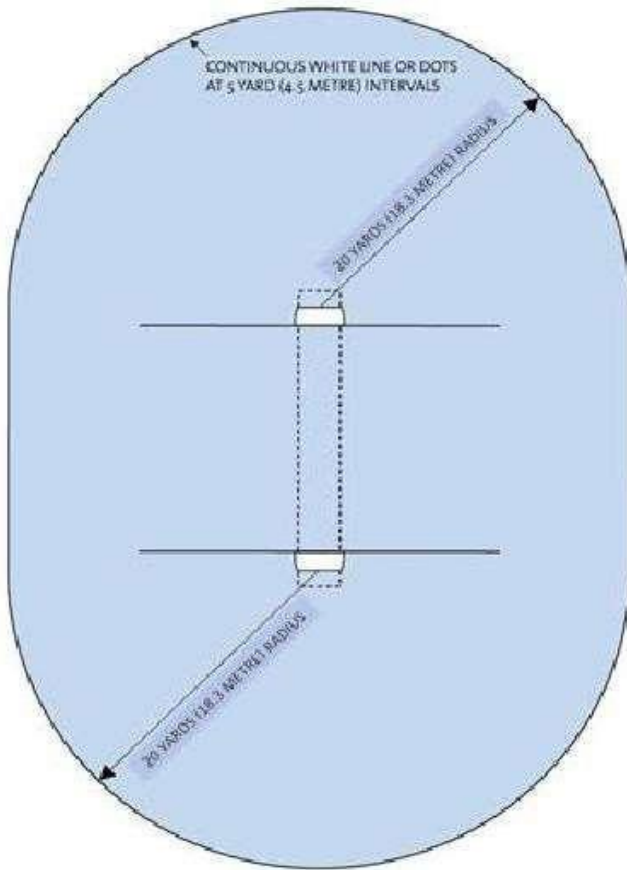
(All dimensions are in yards)



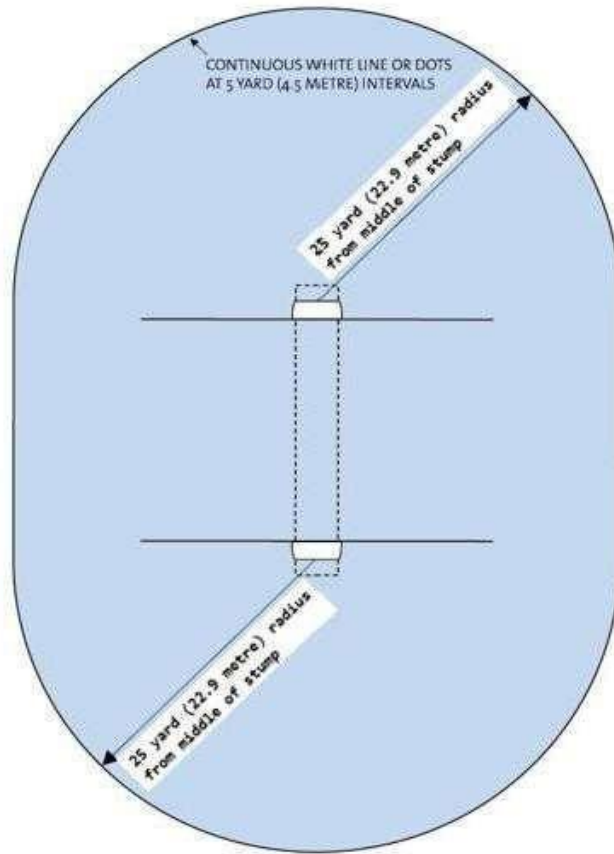
League	A	B	C	D
11U	20	45	20	34.5
13U	22	50	25	39
15U	22	55	30	44

Appendix 2 - Inner Circles

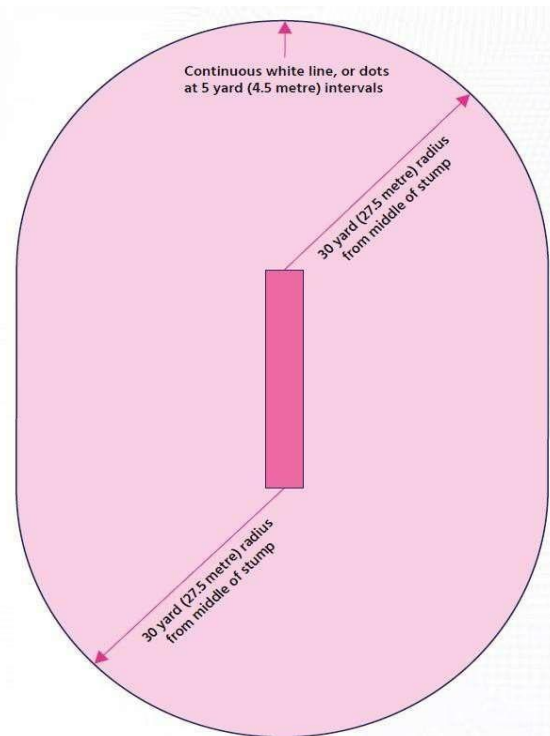
U 11



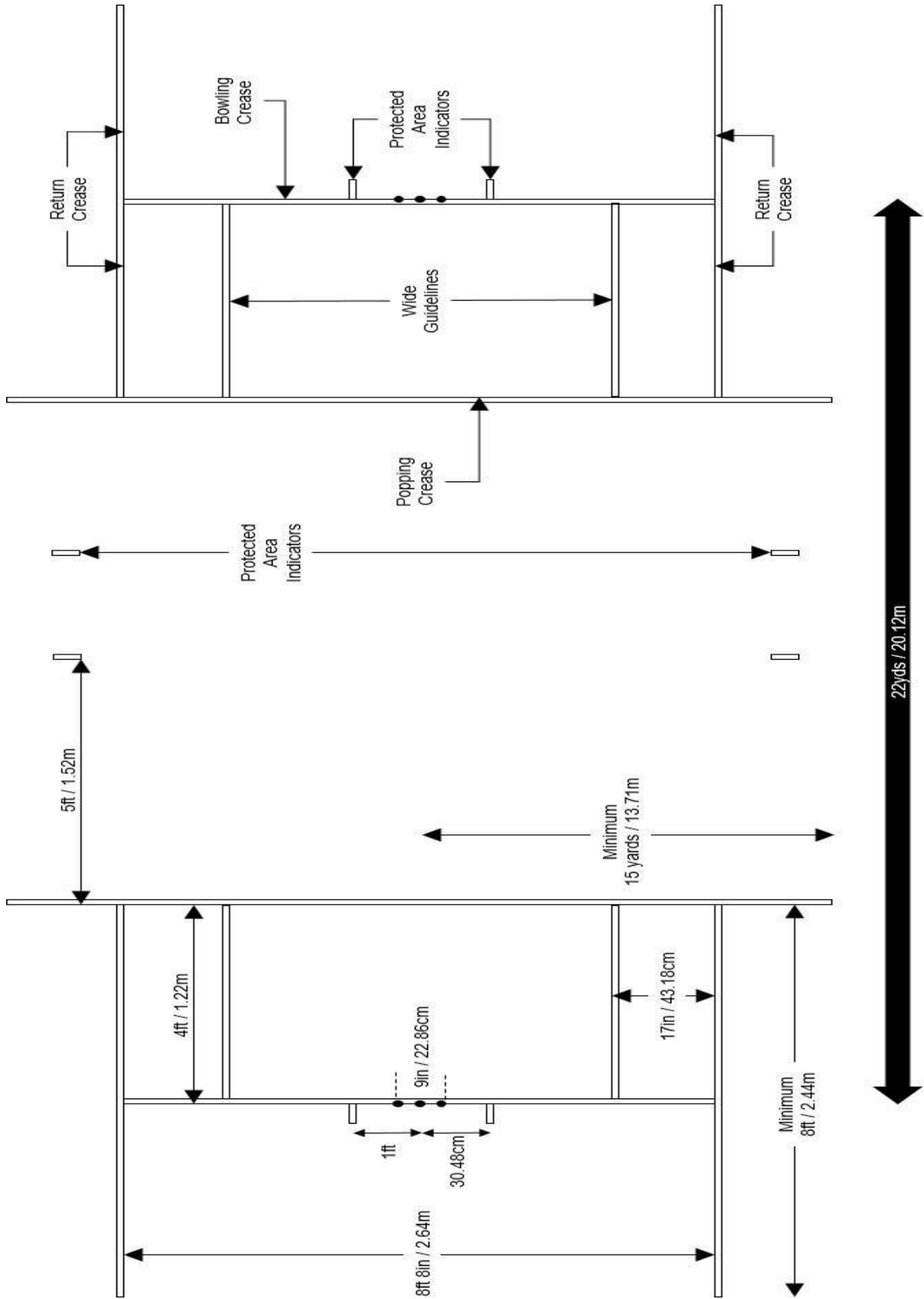
U13



U15

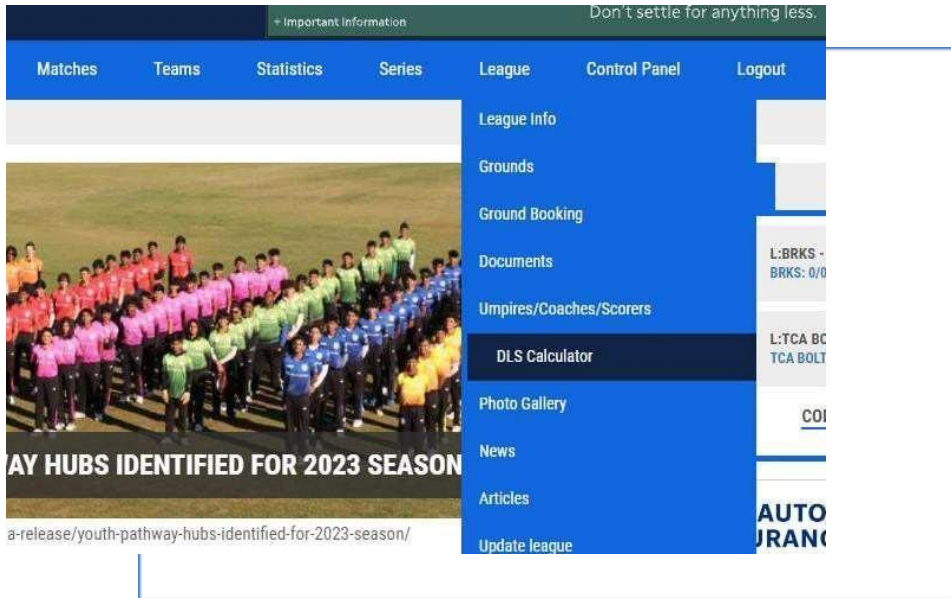


Appendix 3 - Pitch and Crease Dimensions



Appendix 4 – DLS Calculator

The DLS calculator to be used is in [CricClubs](#). Go to **League** and then click **DLS Calculator**:



The following screen will then appear:

DLS CALCULATOR

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

SECOND INNINGS

Over at the start of the second inn: **0.0**

Target: Par Score :

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

Note : This Calculator is in accordance with the ICC DLS Calculator 5.0

Here are a few scenarios and screenshots:

1. Scenario # 1 - In a 30 over match, Team 1 makes 150 off 30 overs without interruption. Team 2 needs 151 to win off 30 overs. Rain ends the match during Team 2 innings after the minimum of 12 overs were bowled.

- Enter 30 for overs at the start for Team 1 innings and 150 for final score, then click **CALCULATE**:

DLS CALCULATOR

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

+ Add Row

SECOND INNINGS

Over at the start of the second inn:

Target: 151 Par Score : 150 [ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

+ Add Row

CALCULATE

Note : This Calculator is in accordance with the ICC DLS Calculator

- Next, click **ParScore Chart**.

DLS CALCULATOR

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

+ Add Row

SECOND INNINGS

Over at the start of the second inn:

Target: 151 Par Score : 150 [ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

+ Add Row

CALCULATE

Note : This Calculator is in accordance with the ICC DLS Calculator !

- The Ball-by-Ball Par Scores below will appear. (You can then export to Excel, PDF or print it. **PDF** may be the most convenient to distribute on match day.)

Note – Team needs 1 more run to win than which is displayed at each point. i.e. the Target Score is 1 more than the Par Score.

Table of Ball-by-Ball Par Scores

Excel PDF Print

Overs Bowled	Overs Remaining	Wickets									
		0	1	2	3	4	5	6	7	8	9
0.0	30.0	150	150	150	150	150	150	150	150	150	150
0.1	29.5	1	9	20	33	48	67	88	110	130	144
0.2	29.4	1	9	20	33	49	67	88	110	130	144
0.3	29.3	2	10	20	33	49	67	89	110	130	144
0.4	29.2	2	10	21	34	49	68	89	110	130	144
0.5	29.1	3	11	21	34	49	68	89	110	130	144
1.0	29.0	3	11	21	34	49	68	89	110	130	144
1.1	28.5	4	12	22	34	50	68	89	110	130	144
1.2	28.4	4	12	22	35	50	68	89	110	130	144

- If rain ends the match at **20.2** overs, with Team 2 on **88** for **3**, Team 2 **loses** by **3** runs.
- If rain ends the match at **21.1** overs, with Team 2 on **107** for **5**, Team 2 **wins** by **5** runs.

19.5	10.1	83	84	86	89	93	98	105	116	130	144
20.0	10.0	84	85	87	90	93	98	105	116	130	144
20.1	9.5	85	86	88	90	94	99	106	116	130	144
20.2	9.4	86	87	89	91	95	99	106	116	130	144
20.3	9.3	87	88	90	92	95	100	107	116	130	144
20.4	9.2	87	89	91	93	96	100	107	117	130	144
20.5	9.1	88	90	91	94	97	101	107	117	130	144
21.0	9.0	89	91	92	94	97	102	108	117	130	144
21.1	8.5	90	92	93	95	98	102	108	117	130	144
21.2	8.4	91	93	94	96	99	103	109	118	130	144

2. Scenario # 2 - In a 30 over match, Team 1 was 70 for 2 off 10.2 overs, when rain fell for 80 minutes resulting in 16 overs being lost in total, but 8 overs from each team. Team 1 then ended with 140 for 7 off 22 overs. Rain ends the match during Team 2 innings after the minimum of 12 overs were bowled.

- After each interruption that results in overs being lost, a new ParScore Chart has to be created.
- When play resumed after the interruption in Team 1's innings, the following is required:

Enter **30** for overs at the start of Team 1 innings.

In the first row for Team 1, enter the following:

- Overs.Balls Bowled = **10.2**
- Runs = **70**
- Wickets Lost = **2**
- Overs lost Per Side = **8**

Enter **140** for the final score, then click **CALCULATE**.

Team 2 now requires **146** to win off **22** overs.

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

SECOND INNINGS

Over at the start of the second inn: **22.0**

Target: **146**

Par Score : **145**

[ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

Note : This Calculator is in accordance with the ICC DLS Calculator

Next, click **ParScore Chart**

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

SECOND INNINGS

Over at the start of the second inn: **22.0**

Target: **146**

Par Score : **145**

[ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side



- The Ball-by-Ball Par Scores below will appear. (You can then export to Excel, PDF or print it. **PDF** may be the most convenient to distribute on match day.)

Note - The team needs 1 more run to win than what is displayed at each point. i.e. the Target Score is 1 more than the Par Score.

Table of Ball-by-Ball Par Scores

Excel PDF Print

Overs Bowled	Overs Remaining	Wickets									
		0	1	2	3	4	5	6	7	8	9
0.0	22.0	145	145	145	145	145	145	145	145	145	145
0.1	21.5	0	7	15	25	38	55	75	98	121	138
0.2	21.4	1	8	16	26	39	55	75	98	121	138
0.3	21.3	2	8	16	26	39	55	76	98	121	138
0.4	21.2	3	9	17	27	40	56	76	99	121	138
0.5	21.1	4	10	17	27	40	56	76	99	121	138
1.0	21.0	4	10	18	28	40	56	76	99	121	138
1.1	20.5	5	11	19	28	41	56	76	99	121	138
1.2	20.4	6	12	19	29	41	57	76	99	121	138

- If rain ends the match at **13.5** overs, with Team 2 on **78** for **2**, Team 2 **loses** by **4** runs.
- If rain ends the match at **14.1** overs, with Team 2 on **117** for **7**, Team 2 **wins** by **9** runs.

<https://cricclubs.com/USACricketJunior/dlsCalculateParScoreChart.do?clubId=40319&oversBalls...>

12.2	9.4	69	70	72	75	79	85	93	105	122	138
12.3	9.3	70	71	73	76	80	86	94	105	122	138
12.4	9.2	71	72	75	77	81	86	94	106	122	138
12.5	9.1	72	74	76	78	82	87	95	106	122	138
13.0	9.0	73	75	77	79	83	88	95	106	122	138
13.1	8.5	74	76	78	80	84	88	96	106	122	138
13.2	8.4	76	77	79	81	84	89	96	107	122	138
13.3	8.3	77	78	80	82	85	90	97	107	122	138
13.4	8.2	78	79	81	83	86	91	97	107	122	138
13.5	8.1	79	80	82	84	87	91	98	107	122	138
14.0	8.0	80	81	83	85	88	92	98	108	122	138
14.1	7.5	81	83	84	86	89	93	99	108	122	138
14.2	7.4	83	84	85	87	90	94	99	108	122	138
14.3	7.3	84	85	86	88	91	94	100	109	122	138

3. Scenario # 3 – Similar facts as Scenario #2, except that rain also fell when Team 2 was on 40 for 1 off 4.5 overs. The delay lasted 30 minutes and resulted in 6 overs being lost from Team 2 innings, leaving them with 11.1 overs to bat, or 16 overs in total.

- When play resumed after the interruption in Team 2's innings, the following is required:

In the first row for Team 2, enter the following:

- Overs. Balls Bowled = 4.5
- Runs = 40
- Wickets Lost = 1
- Overs lost Per Side = 6

Click **CALCULATE**.

Team 2 now requires **113** in total to win (off **11.1** more overs, or **16** overs in total).

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

+ Add Row

SECOND INNINGS

Over at the start of the second inn:

Target: **113** Par Score : **112** ParScore Chart

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
4.5	40	1	6

+ Add Row

CALCULATE

Note : This Calculator is in accordance with the ICC DLS Calculator



Next, click **ParScore Chart**

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

SECOND INNINGS

Over at the start of the second inn:

Target: **113** Par Score : **112** ParScore Chart

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
4.5	40	1	6



Appendix 5 - USA Cricket Playing Conditions, ICC Standard ODI Playing Conditions, and MCC Laws.

USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions:

[USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions](#) (Effective April 2023)
(Located at <https://cricclubs.com/USACricketJunior/documents.do?clubId=40319>)

ICC Standard ODI Playing Conditions:

[ICC Men's Standard ODI Playing Conditions](#) (Effective November 2022)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)

MCC Laws

[Full MCC laws](#) (Effective 10-1-22) –word document (but does not include January 2023 updates to 38.3.1)
(Located at <https://www.lords.org/mcc/about-the-laws-of-cricket>)

Web Version: <https://www.lords.org/mcc/the-laws-of-cricket> (Includes January 2023 updates to 38.3.1)

Mobile App can also be downloaded from: <https://www.lords.org/mcc/the-laws-of-cricket>