



Austin Youth Premier League Winter 2023 Edition

Motivation & Objective:-

This league is created independently by like minded parents to give more cricket to Austin youth. The League's main objective is to promote youth cricket by playing games locally as much as possible !

League Format:-

- 6 role based leather ball cricket games in Austin at Round Rock Cricket Ground.
- Afternoon game on every Sunday between **Jan 22, 2023** to **Feb 26, 2023**.

League Fees:-

- Small Non Refundable fees will be collected per player as part of registration
- League fees will be used to pay
 - a. Ground fees
 - b. Game Balls
 - c. Trophies to Player of Match after every game.
 - d. Trophies to Best Batter/Bowler/Fielder of the League
 - e. Water and Snacks
 - f. Neutral Umpire (Based on number of registrations)

Registration:-

- Please join [WhatsApp group](#) for any questions and further updates.
- [Register here](#)

Game Fixture:

[AYPL Winter 2023 Game Fixture](#)

Playing Conditions & Game Rules

Except as otherwise stated in this document, the latest ICC Standard Playing Conditions shall apply.

Disclaimer

- This is the first version of AYPL. This document is prepared considering the best case scenarios. In case of any corner cases which are not documented in this document, final decisions will be taken jointly by umpires, coaches, captains and league managers at the field during the game.
- AYPL expects full support from parents, league officials and players in the spirit of good cricket.

AT-A-GLANCE

Ball Size	5.5 oz, white ball			
Pitch Length	22 yards			
Boundary Size	50-55 yards			
Batting Ends	Based on Sun's direction			
Innings Break	15 Minutes			
New balls per Innings	One			
Free Hit	Yes - All No Balls			
Maximum overs per innings	20	22	25	30
Fixed # of overs allocated to all players in bowling role (Bowlers' quota)	18	18	18	24
Fixed # of overs allocated to coach to WIN (Coach's quota)	2	4	7	6
Minimum overs to bowl per player in bowling role	3	3	3	4
Maximum overs to bowl per player in bowling role	4	4	5	5
Minimum overs to bowl per player in batting role	0	0	0	0
Maximum overs to bowl per player in batting role	2	2	2	3
Overs in Powerplay	4	4	5	6
Drinks break (on-field, 5 minutes each) at the end of over	10th	11th	13th	15th
Max innings duration - Including breaks in Minutes	115	125	140	165

League Eligibility Criteria

1. Players must have completed the league registration and signed the Waiver and Release of Liability.
2. Boy Player birth date should be between **09/01/2009 & 09/01/2012**.
3. Girl Player birth date should be between **09/01/2007 & 09/01/2012**.
4. Players 1 to 2 months younger or older than the given age range will require coach's approval.
5. Parents of the player are liable to provide any supporting evidence or documentation that may be requested from time to time with respect to the participant's date of birth and acknowledge that any failure to provide correct evidence or documentation may result in participant's disqualification from AYPL.

Common Rules and Playing Conditions

1. The on-field coaches 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 league managers prior to the end of the first innings.
2. 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. Toss for each game will be no later than 15 minutes before game start time except delays due to weather or field conditions.
4. Practice/warm-ups are not allowed within the boundary ropes any time during the game.
5. Team coaches and managers are expected to be a good role model by honoring the game.
6. A trophy will be given to the Player of the Match after every league game based on CricClubs MVP section. Same player will NOT get the Player of the Match trophy during the league. Players who are part of CricClubs MVP section but did not receive the trophy will be awarded with the trophy.
7. Participation eCertificate will be sent to all the players who have participated in the league after the end of league.
8. When the game cannot be finished due to unplayable conditions, the umpire will use the D/L method to decide the winner. Minimum 5 overs should be played by the batting 2nd team to decide the result.

Number of Players

1. Each team should have a maximum of 12 players.
2. The teams have to announce the name of these 'super sub' players before the start of the game.
3. A super-sub player needs to field for 3 overs before being eligible to bowl.
4. Any substitution of a fielder can only take place with the permission of the umpire.
5. No runners will be permitted for injured batter.

Fielding Rules

1. Other than slip fielders and keeper, no fielder will be permitted to stand within 12 yards of the batter.
2. For the entire length of the innings: at the instant of delivery, there may not be more than five fielders on the leg side.

3. If a fielder gets injured, the game should continue with minimum interruption. Batting team players will be called to help fielding.

Powerplay Rules (Refer AT-A-GLANCE)

1. Maximum 2 fielders allowed outside the 30-yard circle.
2. If the innings has reduced overs, the power play overs will be adjusted accordingly (rounded up to next whole number).

Batting Rules (Refer AT-A-GLANCE)

1. Every game, there will be top 5 players whose primary role should be Batter.
2. Top 5 batters cannot be the same in consecutive games.
3. Coach must rotate the batting sequence for all players every game.
4. **For Players in Batting Role**
 - a. After facing 24 good balls, a player can be retired if the player's strike rate is < 60 .
 - b. After facing 30 good balls, a player can be retired if the player's strike rate is < 65 .
 - c. Thereafter a player has to maintain a strike rate of 100 at the end of every 6 good balls the player has faced to not get retired. That means a player has to score a minimum 6 runs every 6 good balls the player has faced.
 - d. The retired player whose strike rate is > 50 will come back to bat before any player in the bowling role.
 - e. The retired player whose strike rate is ≤ 50 will come back to bat after all the remaining players are out or retired.
5. **For Players in Bowling Role**
 - a. After facing 18 good balls, a player can be retired if the player's strike rate is < 60 .
 - b. After facing 24 good balls, a player can be retired if the player's strike rate is < 65 .
 - c. Thereafter a player has to maintain a strike rate of 100 at the end of every 6 good balls the player has faced to not get retired. That means a player has to score a minimum 6 runs every 6 good balls the player has faced.
 - d. The retired player will come back to bat after all the remaining players are out or retired.
6. Player reaching on his/her personal milestone will allow to play a few balls... e.g. player reaching 50, partnership reaching 50 or 100 etc.
7. Any player (irrespective of role) who crosses the 50 runs milestone will be retired (even if the strike rate rules are satisfied) based on the coach's call to give batting opportunities to others.
8. Coach can make a call to retire the player a second time based on the game situation.
9. Players can be retired only once, after that any retired player will be considered as retired out.

Bowling Rules (Refer AT-A-GLANCE)

1. Every game, there will be bottom 6 or 7 players whose primary role should be Bowler.
2. Every player in the bowling role must get to bowl minimum overs from **Bowlers' Quota** irrespective of the economy.
3. If the innings has reduced overs, the minimum number of allocated overs will be adjusted accordingly (rounded up to the next whole number).
4. Overs in **Coach's Quota** will be distributed to the players (excluding Wicket Keeper) in following precedence

- a. The player is in a bowling role and is 12th player (supersub)
 - b. The player is in a bowling role and has economy less than 7.
 - c. The player is in a batting role and didn't get batting at all.
 - d. The player is in a batting role and has faced the least number of balls.
5. In case of 12th player, the 12th player will
 - a. always be in the bowling role.
 - b. never get batting.
 - c. get the minimum number of overs from the coach's quota.
 6. In the event of a bowler unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over for both bowler's limits.

Wicket Keeping Rules

1. For a given game, there will be only one player per team nominated as Wicket Keeper.
2. Wicket Keeper will always be from players who are in the Batting Role.
3. The player nominated as Wicket Keeper will never bowl in that game.
4. For competitive games, coaches will prefer players who mostly act as Wicket Keeper in other leagues & tournaments.
5. The players who are developmental wicket keepers, please continue to work with their individual coaches to get more opportunities in future.

Captaincy Rules

1. Coach will nominate the same or different captain every game.
2. There is no rule based on which coach will decide to nominate as captain.
3. As we can't make captains in one or two games, there is no league rule defined for captain selection.
4. As the captain helps the coach to run & win the game, coaches will select the captain to have a competitive league.

Code of Conduct

1. Coaches are only allowed to advise the players – No parents' intervention/advice should happen when the match is in progress.
2. League coaches will try to give enough opportunities to every player. Please trust them.
3. If there is any constructive feedback, please share it with league managers after the game.
4. Only the parents who are nominated as league umpires, league coaches, league managers & scorers are allowed to give advice to players when the match is in progress. Please keep it minimal.
5. Bad Behavior by players & parents during the game puts the entire system into disrepute and it will not be tolerated.
6. All the team players are responsible to clean up the ground after the game.
7. Players & parents must at all times accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or a spectator.
8. Players & parents shall not intimidate, assault, or attempt to intimidate or assault, an umpire, another player, any team official or spectator.

9. Players & parents shall not use crude or abusive language, make offensive gestures or hand signals, or deliberately distract an opponent.
10. Players and parents shall not use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, sexual orientation, age, color, descent or national or ethnic origin.
11. Players are not allowed to gang up against one or more players of the opposite team to heckle, threaten, intimidate or abuse the players of the opposite team. Send off or batter who are out or receiving incoming batter in such a manner will not be tolerated.
12. Parents cannot yell at, make offensive comments, abuse or threaten any player (including their own child) on the grounds during the league.
13. Only Players (listed in the roster), Coach and Manager are allowed to enter on the field during the game/breaks.
14. Walk over is not allowed. Such actions will warrant disciplinary actions
15. 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.
16. No bowling or batting practice will be permitted on the pitch before the start of the play until the 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 (i.e. Such practice is not allowed on turf wicket).
17. An incoming batter MUST pass the outgoing batter on the field of play.
18. Batter and Runner need to respect each other's running call. Team can't win by only running their own runs.

Clothing and Gears

1. All players must wear a colored team uniform.
2. All players must tuck in their shirt every time during the game.
3. Batter should wear colored batting pads or clads.
- 4. Helmet is mandatory for Batter and Keeper.**
5. Wicket Keepers will be recommended to wear a helmet and abdomen guard while a ball is in play.
6. Batter and non-striker will be recommended to wear a helmet while a ball is in play.
7. Thigh guard, chest guard and abdomen guard will need to be worn inside clothing.
8. No metal spikes will be allowed for any player when the game is played on concrete wickets.
9. Glasses and Caps are essential.
10. Shoes are the only footwear allowed.

Umpires

1. Neutral umpires will be officiating all matches (subject to number of registrations)
2. When a neutral umpire is unavailable, the umpire will be provided by the bowling side.
3. When a neutral leg umpire is unavailable, leg umpire will be provided by the batting side.
4. Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the Umpires, who will make the final decision.

Scoring

1. Scoring will be done using the CricClubs app.
2. League nominated scorers are responsible for online scoring. Both scorers and umpires must tally score sheets after each inning & approve for correctness in consultation with captains/coaches of both teams.
3. For any reason, if online scoring cannot be done during the game, scores will be updated to the online app from manual scoring sheets.

Wide Balls

1. Off side: 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".
2. Leg side: Any ball passing down the leg side i.e. missing the leg stump and not being hit or hitting the batter is deemed a wide ball even if the batter steps inside the line. However, if the ball passes between the striker and leg stump will NOT be called wide.
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'.

No Balls

1. A delivery bouncing more than 1 time before reaching the batter will be treated as no-ball.
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 batter hits the ball.
3. If the bowling team violates the fielding restrictions as listed, the umpire will call a no ball.
4. If the ball pitches on the edge or off the pitch, it shall be called a No ball.
5. All no balls will result in a Free Hit for the batting team.
6. The delivery following a "No-Ball" will be a free hit for whichever batter 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 batter changes.
7. 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 batter in his normal standing position. It is immaterial whether he hits it or not.
8. 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.
9. The Bowlers End Umpire will inform the bowler, the batter and the fielding captain that the one per over has been bowled.
10. If a bowler breaks the non-striker's stumps during his delivery or delivery stride, it will be called 'No Ball'.
11. Each No ball will count as 1 run. The ball must be bowled again.

Result

1. A minimum of 10 overs per side will constitute a match.

2. Team scoring the highest runs will be deemed as the winner.
3. If the scores are level in a match, unaffected by weather, there will be "Super over(s)" to determine the result of the match. If the first TWO super overs result in a tie (or the weather conditions do not support the first TWO super overs), then the winner will be decided based on the following order;
 - a. Team with the minimum wickets lost, including the super over(s)
 - b. Team with the maximum runs scored off-the-bat in boundaries (4&6), including the super over(s)
 - c. A Coin Toss
4. The league organizer's ruling on all matters shall be final.
5. 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. In the event of a game being abandoned by any team or doesn't have a minimum of 7 players at the time of toss, the game will be deemed as produced a result and the other team will be declared as winner.

Super Over

1. Each team must nominate 3 batters and 1 bowler.
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"
3. If the game remains tied at the end of the Super-over, then a coin toss is used to decide the winner.