

## Youth Cricket Rules:

### Basic Rules:

- a. All the ICL games played for 7 overs.
- b. Captain has to pick maximum of 9 players from unlimited roster before game, And any 7 of 9 can bat and any 7 of 9 can bowl and any 7 of 9 can field. But, Player has to be in roster.
- c. Only 2 bowlers can bowl max of 2 overs.
- d. 100 feet boundary from the middle of the pitch will be marked by cones.
- e. Drinks Break - Only if players needed.
- f. Innings Interval: Max 8-minute drinks/refreshment breaks after completion of the team batting first innings.
- g. Any given batsmen can take a break from batting after the completion of the over, and still come back again to bat whenever a new over is getting started as far as they remain NOT OUT.
- h. ONLY the players who have signed the liability form are eligible to participate in this tournament.
- i. The Age limit for playing ICL Youth tournament is  $\leq 14$  years.
- j. In case of a conflict on field, there should be no arguing with the umpires or with players of the opposing team. Both captains will talk with each other to resolve or the captains should talk to the neutral umpire. Neutral umpire has to make this clear during team introduction. Captains should take the ownership for team members' actions on the Field. After the first warning from the umpire if a team mate still argues the second time, then the player will be asked to sit out.
- k. By runners are allowed if needed.

### No-Ball & Wide:

- a. There will be runs for wide and No-Ball. Neutral umpire can overrule the decision made by batting team's leg umpire.
- b. No Ball will be called only if the bowler oversteps his foot completely over the front part of the popping crease or if bowler's foot lands completely outside the side of the popping crease. It will not be considered a No Ball if the bowler bowls from behind the back part of the popping crease. Free HIT will be there for this overstepping NO-Balls.
- c. Bouncer above shoulder high is considered a No-Ball. There is no one bouncer allowed rule. First bouncer in an over is considered as No-Ball.
- d. Full-toss balls that are waist high or more of the batsman's normal batting stance will be considered No-Balls.
- e. Balls that bounce more than once in front of the batting crease after leaving the bowler's hand will be considered dead balls.

f. If fielders talk while the bowler is running in to bowl, the umpire can call it a no-ball since this can cause distraction to the batsmen and fuel controversy

g. Bowler don't have to say the guard before bowling. It is umpires responsibility to check with bowler. It is a NO-Ball if bowler changes guard in the middle of the over without telling umpire.

#### **Byes/Leg-Byes/Stumping:**

- a. Byes are allowed (Batsmen are allowed to take runs for Byes).
- b. To prevent controversy, leg-byes will not be allowed.
- c. Stumping on a No-Ball is not out.
- d. Run out on No-Ball is out.
- e. To prevent controversy, there will not be Leg-before wicket out.

#### **Pitch dimensions:**

- a. Pitch length: 48 feet or 16 yards from stump to stump
- b. Wide crease at the striker end: 1.5 times the bat length from the middle stump on both sides of the stump
- c. Return crease at the non-striker or bowling end: 1.5 times the bat length from the middle stump on both sides of the stump
- d. Popping crease: 1.5 times the bat length from the middle stump

#### **Score Sheet:**

- a. Score Sheet is available on the website and it should be used while your team is playing.
- b. At the end of each game, both captains should sign the score sheet along with the neutral umpire.
- c. Each team must turn over a copy of their score sheet to the winning team and it should be updated on [www.cricketmn.com](http://www.cricketmn.com) by Tuesday, for keeping/updating statistics.
- d. Captains and Umpire should authenticate the score cards after the game and make sure the player names and individual contributions like batting, bowling & fielding figures are well captured.

#### **Points:**

- a. For every win, 6 points will be awarded to the winning team.
- b. A loss will result in zero points.
- c. If a match is tied on runs, repeated super over till result is out.

#### **Spring Wickets:**

- a. Each team is expected to bring a spring wicket and boundary cones to the field.

### DELAY IN THE GAME:

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| <p>a. All players from both playing teams should be present at ground 15 minutes before scheduled start time.</p>   |
| <p>b. Both umpires should be present 15 minutes before or before scheduled start time.</p> <p>c. Toss should be done 15 minutes before or before scheduled start time.</p> <p>d. To start match, Fielding team should have at least 5 players. Fielding team can take help from any players (opposite team or from any other team) for fielding if roster players is not available. But these substitutes cannot bowl or bat. If at least 5 players are not present after 15 mins of match start (umpires make a call on start time), other team will be declared as winner. Batting team can start innings with just 2 players. If a new batsman is not on the pitch within 5 mins after a wicket down, then batting team loses a wicket. If new batsman is not on the pitch within 10 mins after a wicket down, then it is considered as innings over.</p> <p>e. If any team doesn't meet above rule, other team will be declared victorious.</p> <p>f. Game should start at scheduled time and umpires are responsible for starting the game at schedule time. Otherwise, match will be declared by the teams' presence by the committee and no replay for these kinds of decided matches.</p> |

### Uniforms:

- a. No Strict Dress code

### Rained off/Rescheduled matches:

- a. Board will guidance on this.

### Rules for Tied Matches:

- a. the match will be decided using a super over.
- b. Each team will decide a bowler to bowl and three batsmen to bat during one over.
- c. The same ball used in the match will be used in super over.
- d. The team batting second in the match will bat first in the super over.
- e. Team A will score some runs in the first over and team B needs to chase it successfully to win the match.
- f. In case, it is unable to chase, team A wins.
- g. In case scores are level, repeated super overs till the result are out. Boundaries are not considered to declare winner in case of scores level.