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MLC Jr. Championship Rules & Regulations v4

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Table of Contents

MLC Jr. Championship Rules and Regulations 2021

MLC Jr. Championship Participation Rules

The purpose of MLC Jr. Championships is to provide a national level tournament for our academies to compete against each other. This should benefit the kids in our academy network and help them improve their cricketing skills.

Our goal is to make MLC Jr. Championship to be the most competitive set of tournaments in the country, which are accessible to the kids in our academy network.

Tournament Participation

For each tournament there will be two types of teams that would be participating.
1) ***MLC Academy Teams***: These are the teams that are from the academies that are part of the MLC Academy network. All kids in this team must be part of our academy network.
2) ***Guest Teams***: These are teams are invited to a particular tournament and are not part of our academy network. No guest team can play in more than two tournaments within MLC Jr. Championship.

In any given tournament, the organizers will make best efforts to accommodate all the MLC Academy teams before opening the registration for guest teams.

MLC Academy Team Composition

❖ MLC Academies can participate with as many teams as they would like in each age category.

❖ For each team, MLC Academy can have a roster of 20 players. No one outside of the 20 players can play for that academy team.

❖ A player is allowed to play for only one team per age category. No player can switch between two teams of same age category within their academy or outside of their academy. Any movement of player from one team to the other should be presented to the Rules and Regulation committee to get approval.

❖ Any player who is playing as a part of our academy team in MLC Jr. Championship should be enrolled full-time in our academy. Academy operator should be able to provide proof of prior months payments if requested (this is group coaching sessions and not 1:1 coaching sessions).

❖ Any team found to have players who are not part of the academy network will be penalized. The point system will dock a 200 point loss against average points of all the teams in that age category, which means (avg points - 200) added to the points system and divided by total number of games +1. This will effectively put the team at the bottom of the pool and make it hard for them to qualify for the semi-finals.

❖ MLC Academy collaboration team: MLC academy team that does not have enough players for a particular tournament can request to have players from other MLC academies to part of their playing team for that tournament. This request needs to be made to the Rules and Regulation committee, and approvals need to be gained before the tournament. Such teams will be tagged as MLC Academy collaboration teams. In case the team is not able to find a player from within our academy network, then they can request a local player to play for them in the tournament. Prior approval for this is required. Any player playing for this team will be considered to be part of the 20-team roster.

❖ Any complaints or issues related to the participation should be brought to the Rules and Regulations committee. They would discuss the situation and provide guidance. The primary principle would be to keep the championship fair to all MLC Academy teams.

MLC Jr. Championship Points System

A points system has been devised to make all tournaments within the MLC Jr. Championship competitive for teams of all levels. Details about the MLC Jr. Championship points system can be found at https://drive.google.com/file/d/1DwlCgcsDqvPjukw4I772j5xwPmleRwfB/view?usp=sharing

Playing Rules and Conditions

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

Age Group	Boys	Girls
U11	Born on or after 09/01/2009	Born on or after 09/01/2007
U13	Born on or after 09/01/2007	Born on or after 09/01/2005
U15	Born on or after 09/01/2005	Born on or after 09/01/2003
U17	Born on or after 09/01/2003	Born on or after 09/01/2001
U19	Born on or after 09/01/2001	Born on or after 09/01/2003

Player Profile Updates

Every team/player is responsible for updating their MLC CricClubs profile with the following information.

1) **Full Name** – This should match with the registration information for the player
2) **Date of Birth (DoB)** – This is essential piece of information that the player should keep up-to-date. CricClubs does not display the DoB information on the profile but it does display the players age
3) **Profile Pic** – Every player profile should have a profile pic in the team's uniform. This is essential for playing in the match. The opponent team can ask the player to step out if their profile pic in the team uniform is not displayed on their CricClubs profile.

The above steps are essential for us to verify that the player is essentially playing in the right age groups and everyone is following the age cutoff.

The opponent team at any time can call in on one of the MLC Jr. Championship officials (Whatsapp preferred) and request age verification for a certain player. It is the responsibility of the team to provide such verification within 24 hrs.

Playing an Overage Player

Playing an overage player in any match within any tournament is a serious offense. We don't take such behavior by the team and the player lightly and we would penalize both the team and the player for such an offense.

If a team is found to play an overage player in any of the games in the MLC Jr. Championship. Here are the penalties that could be applied to the team/player.

First Offense

The game will be awarded to the opponent. Points system will calculate the impact of this decision and come up with new points for the team. Post calculation of the points, the team will take a penalty of additional 200 points. This will be the new set of points for the team. The player will be banned for three games, which means that the player cannot play for three games in any age category in MLC Jr. Championship.

Second Offense

The game will be awarded to the opponent. The points system will calculate the impact of this decision and come up with new points for the team. Post calculation of the points, the team will take a penalty of additional 200 points. This will be the new set of points for the team.

Once the current tournament finishes, the team and all its players will be barred from participating in MLC Jr. Championship for three tournaments.

The rules and regulations committee will review all such complaints at the end of a tournament and penalize the team/player according to the above guidelines. The penalties might vary based on different situations, and it is up to the Rules and Regulations committee's discretion.

Playing Conditions

❖ All players must wear colored uniforms and clads.

❖ If the innings have reduced overs, maximum overs per bowler and the power play overs will be adjusted accordingly (rounded up to the following 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 the 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

General Rules and Playing Conditions

	U11	*U13*	*U15*	*U17*	*U19*
Ball	4.75 oz (White)	4.75 oz (White)	5.5 oz (White)	5.5 oz (White)	5.5 oz (White)
Pitch	21 yards	22 yards	22 yards	22 yards	22 yards
Boundary	45 yards	50 yards	55 yards	60 yards	70 yards
Maximum overs per bowler	6 overs	6 overs	6 overs	8 overs	8 overs
Power Play	First 6 overs	First 6 overs	First 6 overs	ICC Rules	ICC Rules
Free Hit	Yes - All No Balls	Yes - All No Balls	Yes - All No Balls	Yes - All No Balls	Yes - All No Balls

ICC Power Play rules for U19 and U17 will be as follows:
- ❖ First 8 overs, no more than two fielders allowed outside the 30 yard circle.
- ❖ From next 24 overs, no more than four fielders allowed outside the 30 yard circle
- ❖ For the last 8 overs, no more than five fielders allowed outside the 30 yard circle.

U11, U13 and U15 Power Play: Only two fielders allowed outside the 30-yard circle for the first 6 overs. From 7th to 30th no more than five fielders can be outside the 30 yard circle.

Duration

- ❖ Each innings will be of 30 overs duration (for U11, U13 and U15) and 40 overs duration (for U17 and U19).
- ❖ For 30 overs game
  - ➢ Each side will get 2 hours 25 minutes to complete the allocated overs, which includes a 5-minute drinks break after the 15th over.

- ❖ For 40 overs game
    - ➢ Each side will get 3 hours 10 minutes to complete the allocated overs, which includes two 5-minute drinks break after the 15th over and 30th over.
- ❖ 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 game's duration 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 for U11, U13 and U15, and a minimum of 20 overs per side will constitute a match for U17 and U19.
- ❖ No side may declare an innings closed.
- ❖ Retirement: If a batsman is retired, he or she will not be able to come back for batting. Only batsman retiring due to injury will be permitted to come back to play.
- ❖ Runners are not permitted for an injured batsman.
- ❖ A helmet is mandatory for the batsman and wicket keepers.

Delay of Game

❖ Umpires will be responsible for ensuring that the games is proceeding at the right over rate. But in case there are delays due to bowling team or batting team, the umpire will take the following actions to remedy the situation.

❖ *Unavoidable delays*: Cases where there is delay in game because of unavoidable circumstances, the umpire will need to reduce 1 over from each side for every 10 mins of delay. This needs to be communicated as soon as such delay has been noted down by the umpire.

❖ *Team bowling first is delaying the game with slow over rate*: The umpire will make a note of the number of overs completed at the end of stipulated time (this is after taking into consideration any unavoidable delays). This will be the number of overs that the team batting second will bat to reach the target. The umpire will let the bowling side finish all their overs to figure out the target score. For example, in a 30 overs match, if the team bowling first is only able to compete 27 overs in the stipulated time. The umpire will notify both the coaches of the completion of stipulated time. The bowling team will finish the remaining 3 overs. The number of runs scored by the team batting first plus one would be the target that team batting second would need to score in 27 overs.

❖ *Team batting first is delaying the game*: In this case the umpire will stop the game at the end of stipulated time. No matter how many overs were bowled, the umpire will let the team batting first of the delay caused by their team. The total runs scored by that team would be the target score for team batting second which they would need to score in their full quota of overs. For example, the team batting first delayed the match and hence the bowling team was only able to complete 29 overs. The first innings would end at this point and the team batting in the second innings will get 30 overs to achieve the target.

- ❖ ***Team batting second is delaying the game***: In this case the umpire will call the match at the end of game time. The team batting second would have to achieve the total target within that time.
- ❖ ***Team bowling second is delaying the game***: In this case the umpire needs to push the players to complete the overs in the stipulated time. If there are no time pressures (i.e. ground not available, or there are other games scheduled on the ground), then the umpire should allow the game to finish. If not the umpire should award 15 runs per over to the batting side and call the result of the game.
- ❖ As a general rule of thumb, the umpire will manage the game time and ensure that the game finishes in time without excessively penalizing any team.

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 the wicket, providing playing time is not lost (umpire's discretion followed).

Number of Players

- ❖ Teams need a minimum of 6 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.

No Ball

- ❖ According to MCC Law 21.7 ball bouncing more than once or rolls along the ground before it reaches the popping crease will be called a No Ball
- ❖ Ball that pitches wholly or partially outside of the pitch before it reaches the strikers wicket will be considered a No Ball.
- ❖ 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 that, after pitching, passes or would have passed above the striker's shoulder standing upright at the crease.
- ❖ Questionable Bowling Action - It's the umpire's call to declare a NO ball - It's youth cricket, so coaches and parents should avoid discouraging a kid and leave the decision to the umpires.

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 by number of wickets (not including super over), number of sixers hit, and number of fours hit, in that order.
- ❖ Even after that if the result is tied, then the points are shared by each team.

Scorers

Each team will nominate 1 scorer for each match and will work together for scoring manually and using 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 play, or during lunch. Between innings provided, such practice will not cause a significant deterioration in the outfield condition 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 Rules and Regulations committee, who will make the final decision.

Final Positional Matches – Tournament only

Every tournament will have a final position match that would be played on the fourth day of the tournament. This is the tournament positional match which will be played between #1 vs #2, #3 vs #4 and so on. The position of the team in the tournament will be determined using the following:

❖ **Tournament Points**: The teams will be arranged in order of their tournament points from highest to lowest to determine the position.

❖ **MLC Jr Points System**: If teams are tied on Tournament points, then MLC Jr Points System will be used to determine the position of the teams.

❖ **Net Run Rate**: If teams are tied after taking MLC Jr. Points system into consideration, then we take Net Run Rate into consideration to figure out the positions.

Other Guidelines

❖ Only the 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.

COVID Safety Rules and Guidelines

All players, coaches and parents are responsible for their own safety against the pandemic, and they should take all necessary precautions during the tournaments. Here are some guidelines from the tournament organizers and USA Cricket.

❖ *Transportation:* Players should make every effort to arrive at the ground/facility using their own method of transport. However, where they share a car with individuals outside of their own family or use public transport, then they should wear a cloth mask at all times.

❖ *Temperature Testing:* All team managers should do a mandatory temperature check of all players, parents and match officials prior to game commencement; where any player or parent or match official has a temperature of 100.4F (or 38c) or higher, then their participation in that match should be denied. Team managers should report any such occurrences to the organizing committee.

❖ *Sanitization:* Players are strongly encouraged to bring own sanitizing products to ensure that they have easy access to such materials. All players should take steps to clean their hands immediately prior to their participation in the match, immediately after the match and at the innings break. Umpires should carry small sanitizing products for use by players from time to time.

❖ *Equipment:* All sharing of personal cricket equipment or "team kit" should be strongly discouraged. Where (particularly for cost reasons) this option cannot be complied with, cricket equipment may be shared provided that a thorough sanitization process for the equipment after each use is completed. Particular care should be taken in respect of the shared use and sanitization of helmets. Umpires should not hold kit or equipment for bowlers or any member of the fielding side during the match. Where necessary, such kit should be placed on the ground either immediately behind the wicketkeeper or behind the umpire and appropriate amendments to the playing regulations should be made to address the issue of if/when the cricket ball hits such kit or equipment during a match.

- ❖ *Social Distancing and Facial Covers*: There should be no deliberate physical contact at any time or for any reason. Where any participant (player, coach or otherwise) is unable to maintain 6ft of social distance from another at any point during a training session then cloth masks should be worn during that part of the relevant training session. Where any participant wishes to wear a facemask even when more than 6ft away from another, they shall be free to do so.
- ❖ *Team Meetings*: Follow social distancing guidelines, all players should be 6ft apart in a circle.
- ❖ *Ball Maintenance:* No saliva should be applied directly or indirectly on the ball. Players should refrain from licking hands/fingers at all times.
- ❖ *Batting Partners:* Both members of the batting pair should remain 6 ft away from each other at all times, with particular care to be taken when communicating orally throughout the match.
- ❖ *Wicket Celebrations and Handshakes:* There should be no team huddles, hugs, 'high-fives', handshakes or anything that requires physical contact of any type. To uphold the spirit of cricket, teams should show their respect and acknowledgement for members of the opposition at the end of a match in an alternative fashion to the traditional handshake, e.g. verbally or through a wave or other suitable gesture.
- ❖ *Batting Team on Sideline Members:* Members of the team that are outside of the field should remain separated by 6ft at all times.
- ❖ *Umpire Standing Position*: The umpire at the bowler's end should stand 3 ft behind stumps to ensure safe distance from the non-striking batter.
- ❖ *Scorers:* Scorers should be 6ft apart from one another and bring their own pens, pencils and devices to score; there should be no shared scoring equipment or devices.
- ❖ *Food & Drinks:* All players, parents and spectators should arrange for their food. There should be no sharing of drinks, drinks bottles/containers or food prior to, during, or after the match. Communal water fountains should not be used.

- ❖ ***Parents / Spectators / Volunteers:*** Individuals should bring their own chairs to the ground if they wish to sit and spectate and remain 6ft apart.
- ❖ ***Managing symptoms and incidents of Covid19*** Where any individual has played, officiated or been involved in a competitive match and then subsequently fallen ill or developed symptoms, then that player or official should:
    - ◆ Report the same to the organizer of the match;
    - ◆ Seek healthcare support immediately; and
    - ◆ Follow all local and authority regulatory requirements.
- ❖ Players should arrive at sessions ready to commence activity immediately and should disperse promptly once any such session has concluded.
- ❖ For the purposes of supporting potential contact tracing, the team manager should ensure compliance and should keep a record of all persons in attendance at each match.
- ❖ ***Player Waiver*** All players are required to sign an assumption of risk, release and waiver of liability and indemnity agreement relating to Covid-19 exposure, Covid-19 liability and Covid-19 risks.