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2021 Maryland Youth Cricket Association

Playing Conditions for U11 Vinyl Ball (*Developmental*) Division (*Effective: June 17, 2021*)

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Playing Conditions for U11 Vinyl Ball Division

1. These Playing Conditions are meant to override any similar sections / sub-sections of the ICC Standard T20 Playing Conditions. However, whenever there is a situation that is not covered, or is not clearly defined, then the ICC Standard T20 Playing Conditions (effective 8/1/20) shall apply as applicable, and if still not settled, nor clearly defined, then the MCC Laws (effective 4/1/19) shall apply as applicable (See Appendix 2).
Note – for Law 42 – Code of Conduct issues, we will be following the MCC Laws and not the ICC Standard T20 Playing Conditions.
2. Divisions and Age limits:
 - a. A male player must have been born after August 31, 2009. Female players must have been born after August 31, 2007.
3. A club can enter more than 1 team per Division.
4. Rosters are completely flexible until the playoffs (playoffs include any game subsequent to the preliminary rounds) with the following limitations:
 - a. A player who satisfies the age requirements may play for any of his/her club's divisional teams as appropriate i.e. a U11 player can also play for U13, U15, and U17.
 - b. Players may not play for more than one team in the same Division (except as noted at 5.a below)
 - c. No new player shall be added to the roster after the final game of the preliminary rounds. For a player to participate in the playoffs, that player must have played in at **least one** preliminary round game. (*Note – a totally rained out/Abandoned game does not count. The game should have started.*)
 - d. Any violation of the above is considered a forfeiture for the illegal game i.e. the game in which the violation was made. The ineligible player will have his/her statistics erased for the illegal game only.
5. If a team withdraws or is expelled from the league, the following shall apply:
 - a. If the team played 50% of their preliminary round games or less, including abandoned games, then their players can play for other teams in the same division for the rest of the season.
 - b. If the team played more than 50% of their preliminary round games, including abandoned games, then their players cannot play for other teams in the same division for the rest of the season.
6. Players should be properly dressed in their team's top and bottom. (**An exception will be allowed for this year due to COVID-19.**)
7. There will be no rescheduled games due to possible rain/rain.
8. Home team has sole responsibility to call off a game due to rain and for setting up the field, until the umpires show up.
9. Starting a game or resuming a game in the next inning:
 - a. Before the coin toss, a hard copy team sheet with full name (distinguishing the playing XI vs subs) should be provided to the Umpire(s), Opposing Captain, and Scorers.
 - b. If one team is not able to spin the toss at 15 minutes prior to start time, they will forfeit the toss.
 - c. A team may not start or resume a game with less than eight (8) nominated players.
 - d. The bowling team must provide the new ball. Otherwise, this counts as not being able to start or resume a game on time.
 - e. A team that is late or unable to start or resume a game at the scheduled start /resume time will lose one (1) over for every five (5) minutes or part of, that they are late, not to exceed thirty (30) minutes.
 - f. A team that is not ready to start or resume a game within thirty (30) minutes will automatically forfeit the game.
10. Mandatory equipment:
 - a. Batsmen shall not be allowed to bat unless he/she is wearing:
 - i. One (1) batting pad on the front leg.
 - ii. Batting pad clads (unless the pads are already colored).
 - iii. Helmet with full-face guard.
 - iv. Cup/box (male batsmen)
 - b. Fielders:
 - i. All male fielders shall wear a cup/box whenever play is in progress. All females shall be exempted from such requirement.
 - ii. Helmet for fielder 8 yards or closer from the striker
 - c. Wicketkeepers shall wear helmet if standing up and a cup/box (males only).
 - d. All other equipment shall be optional.
11. The length of pitch (see Appendix 1):
 - a. Sixteen (16) yards.
12. Field size (see Appendix 1):
 - a. A circle, with radius 30 yards from the middle of the pitch. The straight boundaries are 22 yards from the rear of each wicket.
13. Length of innings and games:
 - a. 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.
 - b. **Teams alternate batting in 10-over increments.** Maximum of 1 hour and 40 minutes per innings, excluding breaks. The break in between 10-over increments is 10 minutes. Total match time = 3 hours and 50 minutes.
 - c. The umpires shall ensure that the pace of the game is maintained.

14. Balls: White Youth Vinyl ball.
15. Field restrictions: No inner circle
16. Bowling Ends: Bowling will be done from one end. Batsmen will switch ends at the end of each over.
17. The Wicket is Down:
 - a. The umpiring committee strongly recommends that the use of regular cricket stumps be used whenever possible. Should regular wickets be used then Law 29 for putting the wicket down shall be followed.
 - b. Whenever the normal set of wickets are **not** being used, and stumps/wickets of other types (e.g. "spring" type set of stumps or those with a base of some sort) are being used, any part of the base or construction shall be considered as part of the wicket. When normal wickets are **not** used, and the entire set of stumps fall onto the ground, they **must** be replaced back to an upright standing position in order to have an opportunity of legally putting the wicket down again. If plastic stumps are used, and 1 or 2 of the stumps fall on the ground, any of the remaining stumps can be hit to legally put the wicket down again.
18. Fast short-pitched ball: A fast short-pitched delivery is a ball, which 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 fast short-pitched delivery per over.
 - b. A ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "wide".
 - i. For the avoidance of doubt, any fast short-pitched delivery that is called a wide shall also count 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 ball in an over the umpire shall call and signal "no ball" and when the ball is dead, 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 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.
19. No ball:
 - a. The umpire at the bowler's end shall call and signal "No ball" if a ball which he considers having been delivered, without having previously touched the bat or person of the striker, either,
 - i. bounces more than **twice** 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 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 19.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 judgement 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 on 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 batsmen of what occurred.
 - iii. Should the same bowler repeat this "dangerous" delivery during the same over, the umpire shall ask the captain to remove the bowler. This bowler can return to bowl again in the same 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.
 - 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 same over 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 same over 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. A penalty of one (1) run shall be awarded instantly on the call of "No ball". This penalty shall stand even if a batsman is dismissed.
 - g. **Free Hit:** Every "No ball" shall result in a "free hit", except as noted in section 22.a.

20. Wide ball:
- a. "Wide Guidelines" are thirty-five (35) inches from the center of the middle stump on the "offside" and twenty-four (24) inches from the center of the middle stump on the "onside".
 - b. As a reminder, all runs completed by the batsmen or any resulting boundary, together with the 1 run penalty for wide shall count as **wides**, all debited to bowler. E.g. if a wide ball beats the wicket keeper and
 - i. goes to the boundary, a total of 5 wides shall be scored.
 - ii. the batsmen run 2, a total of 3 wides shall be scored.
21. LBW will **not** be enforced, and Leg-byes will **not** be allowed.
22. Limit on balls per over:
- 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), which must contain six (6) valid deliveries.
23. Batting Rules:
- a. A team can have unlimited batsmen, but the innings shall consist of no more than ten (10) outs/dismissals. Additional batsmen may be possible at the retirement of another batsman. (Any batsman who retired and did not return is considered "Not Out")
 - b. Except as noted below at 23.c below, a coach may retire a batsman at any time, and he/she may return to bat at any time.
 - c. It is mandatory for a batsman to retire his/her innings once he/she has scored twenty-five (25) runs. This score may be changed due to the batsman scoring a boundary, but not to exceed thirty (30) runs. However, this batsman may return only after the **fall** of all **other** remaining wickets.
 - i. If more than one batsman retires at 25 runs, they can return in any order (after the fall of all **other** remaining wickets).
 - ii. Batsmen who scored less than 25 runs and were strategically retired do **not** count as the fall of a wicket. He/she must return to bat and be dismissed to count as the fall of a wicket.
 - iii. If a batsman is absent when it is his/her time to bat, it counts as the fall of a wicket.
 - d. Runner: A runner for an injured batsman is **not** permitted.
24. Substitute Fielders:
- a. Each team is allowed to have an unlimited number of substitute fielders. These substitutes are allowed to field any point in time, for any reason, and shall be allowed to bowl and keep wicket.
 - b. Whenever a substitute comes on to the field of play, the umpire at the bowler's end shall be notified. However, failure to do so would **not** result in penalty runs should the substitute come into contact with the ball whilst in play.
25. Late arrival and absences from field:
- a. Players, who arrive late, are allowed to bat or bowl immediately.
 - b. Fielders, who leave the field for any reason, are allowed to bowl immediately upon return.
26. Umpires:
- a. Neutral umpires will **not** be used. 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.
 - b. All "No balls" shall /must be called by the bowler's end umpire. Except for
 - i. wicketkeeper infringement
 - ii. illegal action
 - iii. fielding restriction
 - iv. bowler breaking the wicket during his/her delivery.
 - c. Prior to the start of the match, both umpires should agree on who is going to make the call for the following:
 - i. "No ball" for non-pitching deliveries above the waist, and for multiple fast short-pitched deliveries
 - ii. "Wide" for fast short-pitched deliveries passing above head height.
27. 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.
28. Super Over match (**applicable only to Playoffs**).
- a. If the Super Over match ends in a tie, there shall be subsequent Super Overs until a winner is decided, otherwise the result is a "Tie".
 - b. The team batting second in the main match will bat first in the Super Over match.
 - c. The umpires shall stand at the same end as that in which they finished the main match.
 - d. The fielding side shall choose from which end to bowl.
 - e. Each captain shall give only to the umpire/s the list of names of the three (3) batsmen and the one (1) bowler.
 - f. The loss of two (2) wickets in the Super Over ends the team's one over innings.
 - g. Only nominated players from the main match may participate in the Super Over match.
 - h. Each team's over is played with the same fielding restrictions applicable for the last over of the main match.
 - i. The captains shall select the ball from a box of used balls from the main match provided by the umpire, but no new balls.

29. Misconduct/Running onto the field:
- a. No parents or coaches are allowed on the field of play during the game or as part of the celebrations when the game ends. However, in the case of an emergency, parents or coaches may enter the field of play.
 - b. For any parents, coaches or players found to be in violation of deliberate misconduct/heckling by either umpire:
 - i. On the first offense, the umpire shall issue a first and final warning.
 - ii. Should there be any further instance the umpire shall award a 5-run penalty.
30. Shortened games:
- a. For a game 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 game at a certain time, every effort should be made to have the game played out to the original expected total number of overs per team. However, if there is **a need** to end the game at a certain time, then the following shall apply:
 - i. The number of overs for both teams shall be reduced at the rate of 5 minutes per over.
 - ii. The minimum number of overs to constitute a game is 5 overs.
 - iii. 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 game, 4 bowlers could bowl 2 overs each, and 1 other bowler bowl 1 over.
 - b. When the game is ended by rain, the following will apply:
 - i. If rain ends a game in the 1st 10-over increment, then the game 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 game in the 2nd 10-over increment,
 - a. but before the batting team has faced five (5) overs, then the game shall be considered "Abandoned". **None** of the runs scored shall count towards either team's overall net run rate calculations.
 - b. but after the batting team has faced five (5) or more overs, then the winner will be based on the Duckworth-Lewis (D/L) System using the [ICC 4.0 version](#) 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).
 - iii. If rain ends a game in the 3rd 10-over increment, then the winner will be the team that had the better score at the end of the first set of ten (10) overs, irrespective of wickets lost. Only the runs scored in the first ten (10) overs of each team shall count towards either team's overall net run rate calculations.
 - iv. If rain ends a game ends during the 4th 10-over increment.
 - a. but before the batting team has faced a total of fifteen (15) overs, then the winner will be the team that had the better score at the end of the first set of ten (10) overs, irrespective of wickets lost. Only the runs scored in the first ten (10) overs of each team shall count towards either team's overall net run rate calculations.
 - b. but after the batting team has faced a total of fifteen (15) or more overs, then the winner will be based on the Duckworth-Lewis (D/L) System using the [ICC 4.0 version](#) 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 accredited 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.
31. 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 game due to forfeiture, or if the other side is not ready to play or do not have enough players to start by the cut-off point of 30 minutes after the scheduled start time, as follows:
 - i. Winner gets **2** points.
 - ii. Loser (i.e. team who is short) gets **0** points.
 - c. Points to be assigned to a game when both teams do not have enough players by the cut-off point of 30 minutes:
 - i. Both teams get **0** points.
32. Division standings tiebreakers: 1- Head-to-head, 2- Net Run Rate.
- 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 games that are washed out due to rain, please see section 30.b for net run rate calculations.

33. Play offs format (subject to change):

- 1st vs 4th (**SF1**)
- 2nd vs 3rd (**SF2**)
- 5th vs 6th
- 7th vs 8th
- 9th vs 10th
- Loser SF1 vs Loser SF2 (**3rd/4th**)
- Win SF1 vs Win SF2 (**Final**)

34. COVID Guidelines

- 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 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 (cap, 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 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.

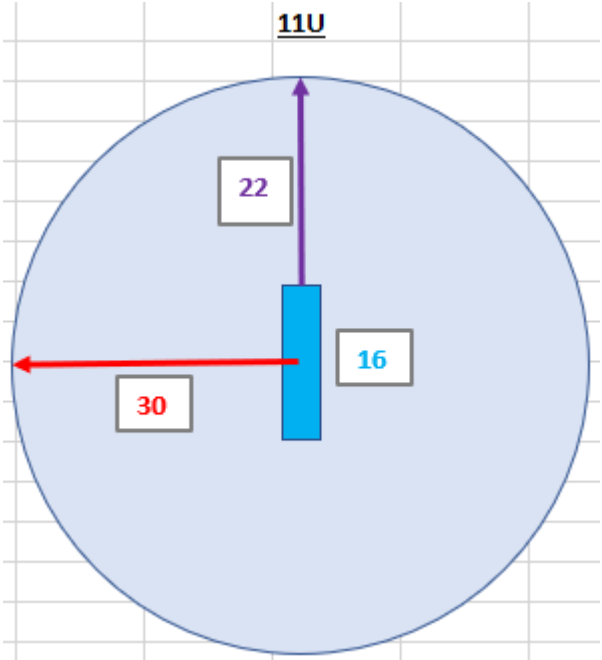
35. Changes to these Playing Conditions: The Rules & Umpires Committee reserves the right to make changes to these playing conditions and communicate such changes as deemed necessary.

36. 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 game. 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 games.
- 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 and Pitch Length.

(All dimensions are in yards)



Appendix 2 - ICC T20 Playing Conditions, MCC Laws, and ICC DLS.

ICC Standard T20 Playing Conditions:

- [ICC Men's Twenty20 International Playing Conditions](#) (Effective 8-20-20)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)

MCC Laws

- [Full MCC laws](#) (Effective 4-1-19) - pdf document
(Located at <https://www.lords.org/mcc/all-laws>)
- <https://www.lords.org/mcc/laws> (Web version)
- The Mobile App can also be downloaded from: <https://www.lords.org/mcc/all-laws>

ICC DLS

- The official ICC DLS 4.0 version is now publicly available (as of 11/7/2020): <https://resources.pulse.icc-cricket.com/ICC/document/2020/11/04/495de6ac-4d80-44f4-9e8d-15ced52357b9/DLS40.jar>. It is also available by clicking the last link on this page: <https://www.icc-cricket.com/about/cricket/rules-and-regulations/duckworth-lewis-stern> . (The file should be downloaded and accessed on a laptop)

Appendix 3 – Contact Information

For any clarification, please contact the following members of the Rules & Umpiring Committee:

- Rohan Chambers (Chairman) rohan.chambers40@gmail.com, 718-825-9832
- Keerthi Natarajan Keerthi_76@yahoo.com 717-521-4269
- Nev Gai gnev@rocketmail.com 240-316-9265