



<http://www.md youthcricket.org/>

2021 Maryland Youth Cricket Association

MYCA/VYCA - Summer /Fall League

Playing Conditions for U11 (*Leather ball*), U13, U15 and U17 Divisions (*Effective: July 30, 2021*)

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Playing Conditions for U11 (Leather ball), U13, U15 and U17 Divisions

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 3). *(Note – we will **not** be following the 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 August 31, 2009. Female players must have been born after August 31, 2007.
 - b. U13: A male player must have been born after August 31, 2007. Female players must have been born after August 31, 2005.
 - c. U15: A male player must have been born after August 31, 2005. Female players must have been born after August 31, 2003.
 - d. U17: A male player must have been born after August 31, 2003. Female players must have been born after August 31, 2001.
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/U17.
 - b. A player who plays in the 11 Vinyl Ball Division may not play in **any** Leather Ball Division.
 - c. Players may not play for more than one team in the same Division (except as noted at 5.a below)
 - d. 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.)*
 - i. If a player was in the starting XI, this counts as “played in the game”, irrespective of whether he/she batted or bowled.
 - ii. A super sub **must** have batted or bowled in the game to be considered as “played in the game”.
 - iii. A regular sub does not count as having played in the game.
 - e. 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. Rescheduled games: 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 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 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. Batting pads on both legs.
 - ii. Batting pad clads (unless the pads are already colored).
 - iii. Batting gloves.
 - iv. Helmet with full-face guard.
 - v. 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 protective helmet, box/cup/abdominal guard, and wicket-keeping gloves.

11. The length of pitch (see Appendix 1):
 - a. U11: Twenty-one (21) yards.
 - b. U13/U15/U17: Twenty-two (22) yards.
12. Field size (see Appendix 1):
 - a. U11: A circle, with radius 40 yards from the middle of the pitch. The straight boundaries are 29.5 yards from the rear of each wicket.
 - b. U13: A circle, with radius 45 yards from the middle of the pitch. The straight boundaries are 34 yards from the rear of each wicket.
 - c. U15: A circle, with radius 55 yards from the middle of the pitch. The straight boundaries are 44 yards from the rear of each wicket.
 - d. U17: A circle, with radius 60 yards from the middle of the pitch. The straight boundaries are 49 yards from the rear of each wicket.
13. Length of innings and games:
 - a. U11
 - 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 innings, 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.
 - b. U13
 - i. 30 overs per innings and a maximum of 6 overs per bowler. Any part over of a bowler counts as a full over for this purpose.
 - ii. Maximum of 2 hours and 30 minutes per innings, excluding water breaks. A water break of 5 minutes is allowed at the halfway point (15 overs) of each innings. The innings break is 20 minutes. Total match time = 5 hours and 30 minutes.
 - c. U15
 - i. 30 overs per innings and a maximum of 6 overs per bowler. Any part over of a bowler counts as a full over for this purpose.
 - ii. Maximum of 2 hours and 30 minutes per innings, excluding water breaks. A water break of 5 minutes is allowed at the halfway point (15 overs) of each innings. The innings break is 20 minutes. Total match time = 5 hours and 30 minutes.
 - d. U17
 - i. 40 overs per innings and a maximum of 8 overs per bowler. Any part over of a bowler counts as a full over for this purpose.
 - ii. Maximum of 3 hours and 20 minutes per innings, excluding water breaks. 2 water breaks of 5 minutes are allowed, one at the end of the 13th and the other at the end of 26th over of each innings. The innings break is 20 minutes. Total match time = 7 hours and 20 minutes.
 - e. The umpires shall ensure that the pace of the game is maintained.
14. Balls: White leather ball shall be used with the following sizes:
 - a. U11: Youth ball/4.75 ounces – *Use MYCA balls and change ball for wet outfield only once, as determined by umpire.*
 - b. U13/U15/U17: Adult ball/5.5 ounces.
 - i. U13 – *Use MYCA balls and change ball for wet outfield only once, as determined by umpire.*
 - ii. U15/U17 – *For wet outfield, use Newberry ball. For dry outfield, use Newberry or MYCA ball.*
15. Field restriction shall apply:
 - a. 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 of the semi-circles 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
 - iv. U17: 30 yards
 - b. The following first # of overs are the cut off points for which no more than two (2) fielders shall be allowed outside the restriction area, after which, no more than five (5) fielders are allowed outside the restriction area:
 - i. U11: six (6) overs.
 - ii. U13/U15: nine (9) overs
 - iii. U17: twelve (12) overs
 - c. Should the number of overs for a game be reduced due to rain and/or a late start, then the above field restrictions shall be set to 30% of the total overs. (Normal rounding rules apply i.e. 2.4 becomes 2, and 2.5 becomes 3)
16. Bowling Ends:
 - a. U11/U13: Bowling will be done from one end (decided by Umpires). Batsmen will switch ends at the end of each over.
 - b. U15/U17: Bowling will be done from each end. If this is not possible, then bowling will be done from one end (decided by Umpires) with batsmen switching 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 **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 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 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. 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 for U11.

20. Wide ball:
- U11: "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".
 - U13/U15/U17: 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".
 - 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
 - goes to the boundary, a total of 5 wides shall be scored.
 - the batsmen run 2, a total of 3 wides shall be scored.
21. LBW will be enforced, and Leg-byes will be allowed.
22. Limit on balls per over (**U11 Only**):
- 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.
 - 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.
 - 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:
- 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 at section 24.a below)
 - For **U11** only: A coach may retire a batsman at any time. However, this batsman may only return at the fall of the ninth (9th) wicket (or penultimate wicket).
 - Runner: A runner for an injured batsman is **not** permitted.
24. Substitute Fielders:
- Super-sub is allowed:
 - This super-sub can bat **and** bowl **and** act as wicketkeeper and can come on at any point in time.
 - This super-sub may play in **both** innings of the match.
 - 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 allotted overs. For example, in a 20 over game, Player A bowls 1 over and is then replaced by Super-Sub Player B. Super-Sub Player B then bowls 4 overs. Player A can come back on for Super-Sub Player B (or for any other player) and bowl his (Player A's) remaining 3 overs.
 - 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).
 - Whenever a substitute comes on to 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).
25. Late arrival and absences from field:
- Players, who arrive late, are allowed to bat or bowl immediately.
 - Fielders, who leave the field for any reason, are allowed to bowl immediately upon return.
26. Umpires: To the extent possible, there shall be neutral umpires for all games.
- Neutral umpires should be present at a game at least 45 minutes prior to the schedule start time of the game. If no neutral umpire is present at 15 minutes prior to the start of the game (i.e. at the latest time for the coin toss), then the respective teams shall supply non-neutral umpires as described at 26.c below and proceed with the coin toss. If the neutral umpire subsequently arrives, then he/she shall umpire the game as prescribed at section 26.b below.
 - When there is only one (1) neutral umpire (bowler's end umpire), the batting team shall provide the striker's end umpire.
 - When there are no neutral umpires, both umpires shall be one from each team as follows:
 - 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.
 - All "No balls" shall /must be called by the bowler's end umpire. Except for
 - wicketkeeper infringement, illegal action, fielding restriction, bowler breaking the wicket during his/her delivery.
 - Prior to the start of the match, both umpires (irrespective of whether either is neutral) should agree on who is going to make the call for the following:
 - "No ball" for non-pitching deliveries above the waist, and for multiple fast short-pitched deliveries
 - "Wide" for short-pitched deliveries passing above head height.
 - Umpire fees
 - U11: **\$50** for any neutral umpire, irrespective of certification.
 - U13/U15: **\$60** (not certified), **\$80** (locally certified e.g. MYCA/WCL), **\$100** (nationally / internationally certified)
 - U17: **\$80** (not certified), **\$100** (locally certified e.g. MYCA/WCL), **\$120** (nationally / internationally certified)

** Certification is determined by Rules and Umpires Committee*
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. 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) batsmen 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 umpire(s) will choose from which end to bowl.
 - iv. Any batsman 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.

29. Code of Conduct:

- a. No parents/coaches are allowed on the field during the game without the permission of the umpire(s), except for an emergency.
- b. Inclusive of 29.a above, if either umpire finds any parent, coaches or player guilty of misconduct/inappropriate heckling/inappropriate sledging,
 - i. On the first offence, the umpire shall issue a first and final warning.
 - ii. On the second offence by any parent/coach/player of the same team, the umpire shall award a 5-run penalty.
 - iii. Any further offence attracts a 5-run penalty, and if caused by any player of the same team, such player shall be removed from the game 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 game 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 game being awarded to the other team.

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:
 - U11 - 5 overs
 - U13 - 8 overs
 - U15 – 8 overs
 - U17 – 10 overs
 - iii. Field restrictions shall be 30% of the total overs. (also see section 15.c)
 - 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 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 inning, 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 inning
 - a. but before the batting team has faced 5 overs (U11), 8 overs (U13), 8 overs (U15), 10 overs (U17), 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.
 - b. but after the batting team has faced 5 overs (U11), 8 overs (U13), 8 overs (U15), 10 overs (U17) or more, then the winner

will be based on the Duckworth-Lewis (D/L) System using <http://wicklowcountycricket.com/duckworth-lewis-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.

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.
 - iii. Points when both teams do not have enough players by the cut-off point of 30 minutes: 0 points for each team.

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 (subject to change)

- a. Format:
 - i. 1st vs 4th (SF1)
 - ii. 2nd vs 3rd (SF2)
 - iii. Win SF1 vs Win SF2 (Final)
- b. If Semi-Finals get washed out, league standings will decide who goes to the Final.
- c. If Final gets washed out, the title will be shared.

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.

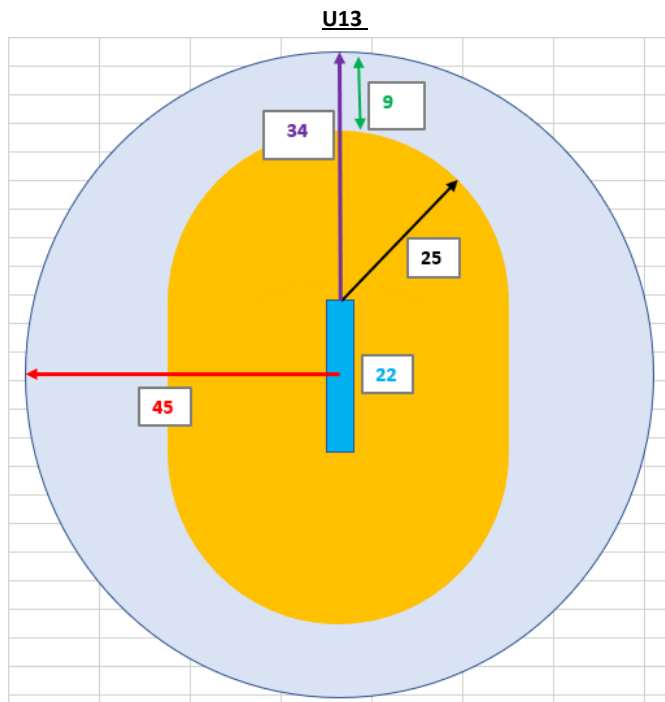
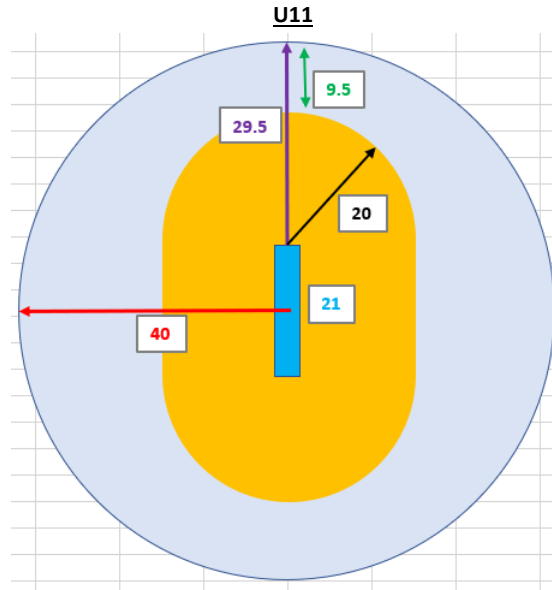
35. Changes to these Playing Conditions: The Rules & Umpires Committee reserves the right to make changes to these playing conditions and communicate such changes as deemed necessary.

36. Appeals/Complaints:

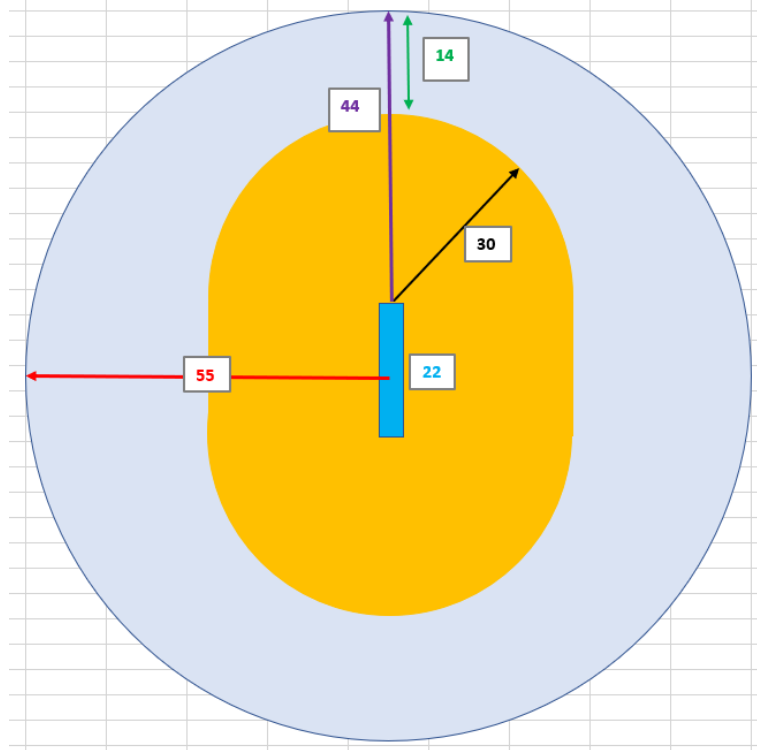
- a. Teams are allowed to lodge appeals or file complaints in writing to the Rules & Umpires Committee (email contact is in the appendix) within 24 hours after the end of their game. The committee will respond in 72 hours.
- b. Umpire errors in judgment and misapplication of the Law are considered "normal" 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, Inner Circle and Pitch Length.

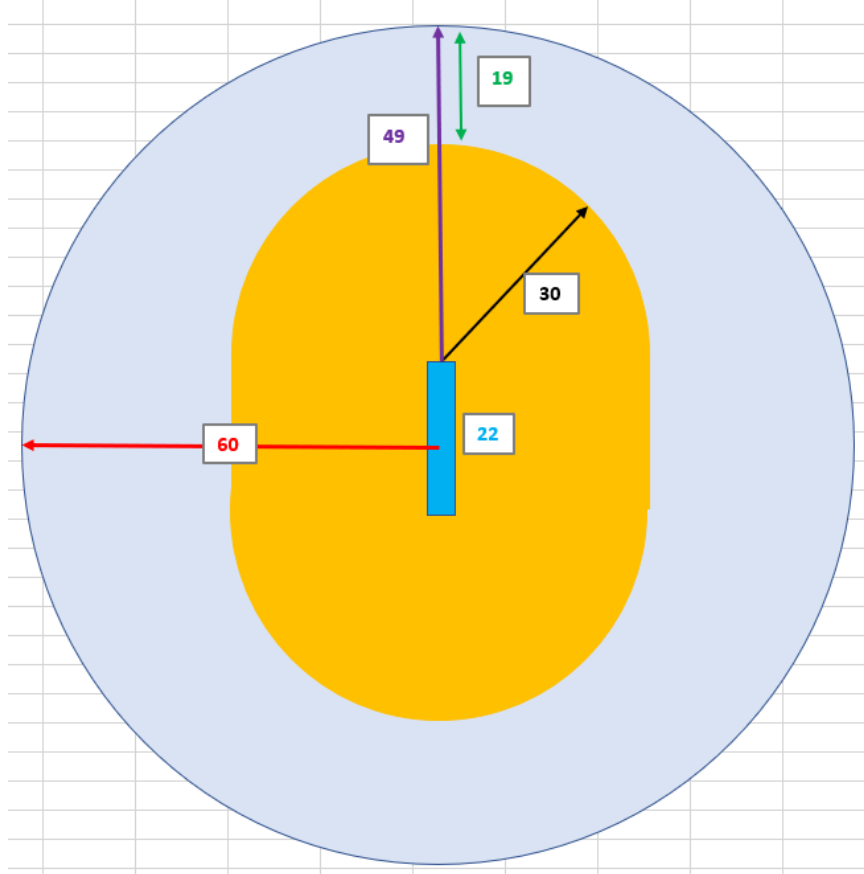
(All dimensions are in yards)



U15

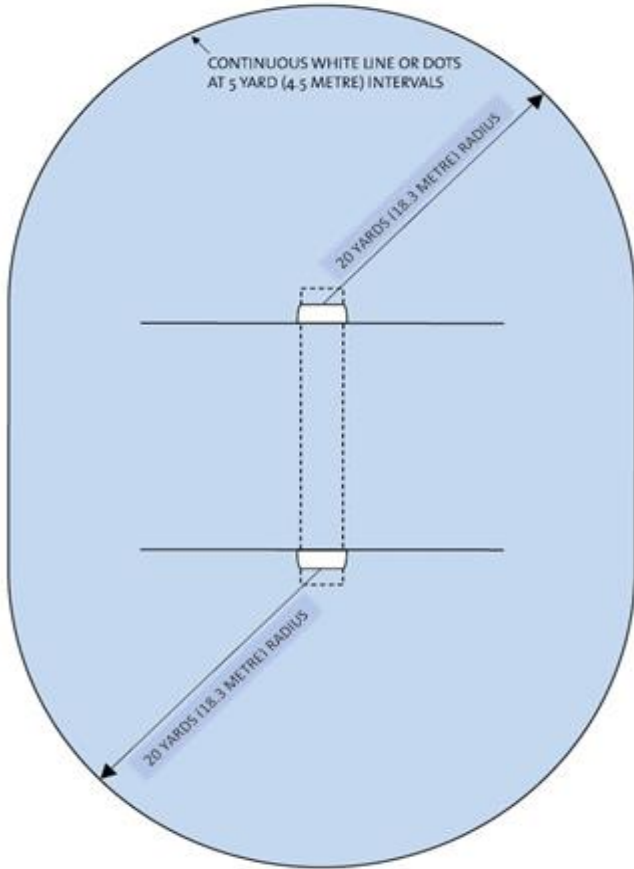


U17

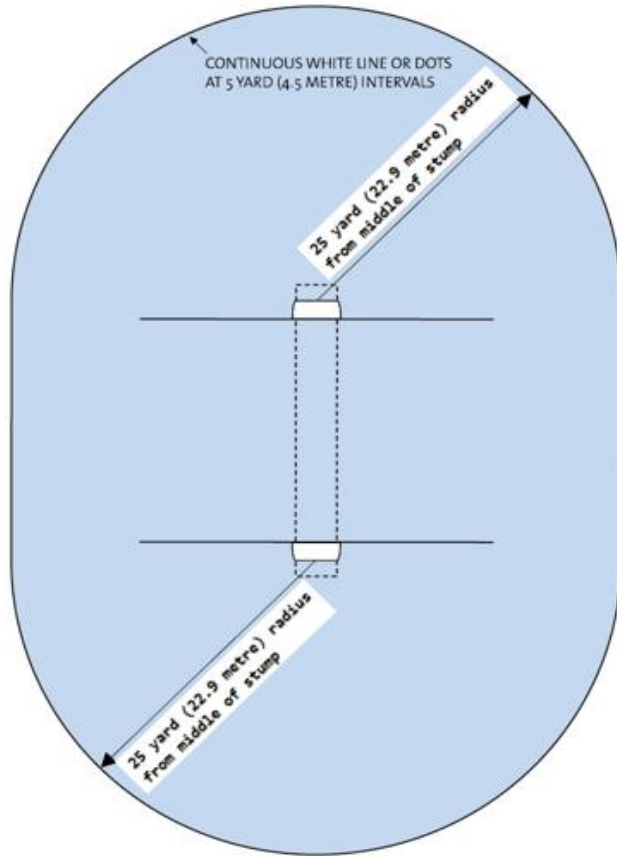


Appendix 2 - Inner Circles

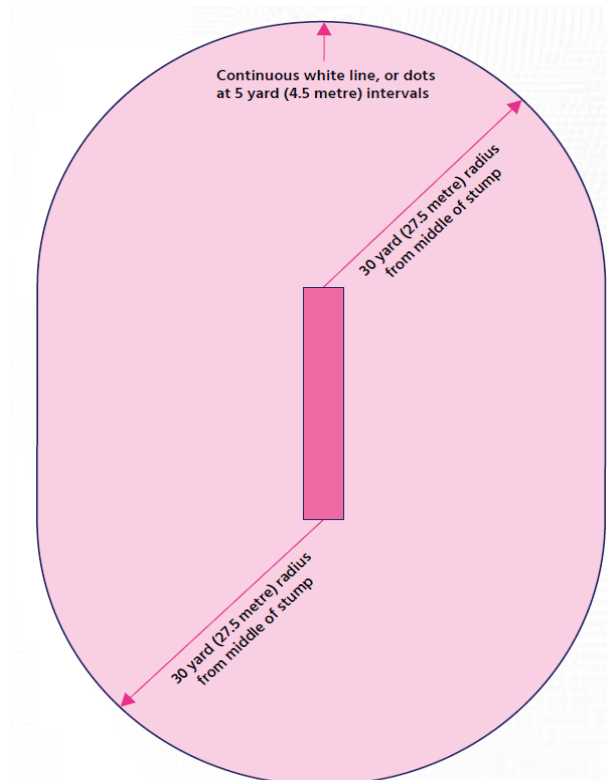
U11



U13



U15 & U17



Appendix 3 - ICC T20 Playing Conditions, MCC Laws, and DLS Calculator.

ICC Standard T20 Playing Conditions:

- [ICC Men's Twenty20 International Playing Conditions](#) (Effective 5-1-21)
(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>

DLS Calculator

- The DLS calculator to be used is located at <http://wicklowcountycricket.com/duckworth-lewis-calculator/> .

Appendix 4 – 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