



<http://www.mdyoungcricket.org/>

2018 Maryland Youth Cricket Championship Rules and Playing Conditions ***(Effective: April 27, 2018)***

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A - General Rules/Playing conditions for Girls League, 11U, 13U and 16U

1. A league can enter more than 1 team per Division.
2. Rosters are completely flexible until the week of the finals.
 - a. No new player shall be added to the roster after final game of the preliminary rounds.
 - b. A player who satisfies the age requirements may play for all of his/her own club teams i.e. 11U, 13U and 16U.
 - c. Players may not play for more than one club in the same Division.
3. Division standings tiebreakers: 1. Head-to-head; 2. Net Run Rate.
4. There will be no rescheduled games due to possible rain/rain.
5. Each player must submit a signed waiver of liability form.
6. After the match is over, a joint final score sheet will be submitted by both teams which will include following information:
 - a. Guest Team; Home Team; Umpires; Venue; Match Date
 - b. For both teams: Total Runs; Total wickets; Total overs
7. 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 runs penalty to the side being offended.

(Note: Law #42. Penalty runs are never deducted, it is always added. A team can have penalty runs added to their score while fielding)
8. Umpires: To the extent possible, there shall be neutral (and trained) umpires for all games, particularly for 13U and 16U.
 - a. When there is only one (1) neutral umpire (bowler's end umpire), the batting team shall provide the striker's end umpire.
 - b. When there are no neutral umpires, both umpires shall be one from each team.
 - 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.
9. Whenever possible, the two teams will occupy 3 and 9 o'clock positions from the length of the pitch
10. Overthrows & Byes: Overthrows and byes shall be played according to normal "ICC" rules.
11. 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 two (2) fast short-pitched deliveries per over.
 - b. A ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "wide".
 - c. 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.
 - d. In the event of a bowler bowling more than two (2) fast short-pitched deliveries 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 a third 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 two (2) fast short-pitched deliveries 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 direct the captain to take the bowler off forthwith.
12. A team may not start the game with less than eight (8) nominated players.
13. A team that is late or unable to start at the scheduled start time will lose one (1) over for every five (5) minutes or part of, that they are late, not to exceed thirty (30) minutes.
14. A team that is not ready to start a game within thirty (30) minutes will automatically forfeit the game.
15. All male fielders shall wear a cup/box/abdominal guard whenever play is in progress. All females shall be exempted from such requirement.
16. Wicket keepers shall wear protective helmet, box/cup/abdominal guard and wicket-keeping gloves.
17. No ball:
 - a. The umpire at the bowler's end shall call and signal "No ball" if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker, either,
 - i. bounces more than once (more than twice for 11U) 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 full-pitched delivery, which passes or would have passed above waist height of the striker standing upright at the popping shall be called a “No ball”. Should the same bowler repeat this action during the same inning, the umpire shall ask the captain to remove the bowler forthwith and he/she shall not be able to bowl again in that inning.
 - i. The only exception to this is for 11U and the Girls League, where upon the second occurrence of a full-pitched delivery during the same over, the bowler shall not be allowed to bowl again in that over. The bowler may however return to bowl other overs.
 - d. Either batsman may be out “run out” or “obstructing the field” from a “No ball”.
 - e. 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. It shall be in addition to any other runs scored, any boundary allowance, and any other penalties awarded.
 - f. 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 direct the captain to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over or part of nor is allowed to bowl the next over or part of.
 - g. All “No balls” shall be called by the bowler’s end umpire. Except for
 - i. Wicket keeper infringement
 - ii. illegal action
 - iii. fielding restriction, or
 - iv. bowler breaking the wicket during his/her delivery.
 - v. bowler throwing towards striker’s wicket
 - h. Any delivery pitching outside the defined width of the pitch shall be called a “No ball”.
18. Free Hit: Every “No ball” shall result in a “free hit”, except as noted in section B.8.a.i. for 11U, and section C.9.a.i. for 13U.
19. Injured striker: A runner for a batsman when batting is not permitted.
20. The movement of the striker shall not be taken into account when a “wide ball” is called.
21. The Wicket is Down (Law 28)
- a. The umpiring committee strongly recommends that the use of regular cricket stumps be used whenever possible. Should regular wickets be used then MCC Law (28) 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.
22. Whenever there is a situation that is not covered, or is not clearly defined, then the ICC T20 playing conditions shall apply, or if still not settled, then MCC Laws shall apply. (See Appendix 2)
23. 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.

B - Playing Conditions for Girls League and 11U only

1. Age limits:
 - a. 11U - A player must have been born on or after September 1, 2006. Females born on or after September 1, 2004 may also play.
 - b. Girls League – Any age (but girls come from elementary and middle schools.)
2. Balls:
 - a. 11U - A white vinyl ball shall be used, except for All-Star matches.
 - b. Girls League – taped tennis balls
3. Field size:
 - a. 11U - 20 yards from the rear of each wicket and 30 yards from the middle of the pitch.
 - b. Girls League - 20 yards from the rear of each wicket and 25 yards from the middle of the pitch.
4. The length of the pitch shall be sixteen (16) yards. (Girls are allowed to play 22 yards if desired)
5. Field restrictions: Restricted inner circles shall **not** apply.
6. Length of innings and games:
 - a. 16 overs per innings and a maximum of 4 overs per bowler (Teams alternate batting in 8 overs increments)
 - b. Maximum of 1 hour and 20 minutes per inning (40 minutes per 8 overs) and 3 hours in total. The innings breaks are 5 minutes each.
 - c. The umpires shall ensure that the pace of the game is maintained.
7. Shortened games:
 - a. For games that start late due to circumstances beyond the control of either team, or games temporarily interrupted by rain:
 - 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 4 overs each.
 - iii. Games that are 10 overs or less each, should not have any breaks after 8 overs, but should be played as “single inning” games.
 - iv. No bowler shall bowl more than 25% of the total overs.
 - b. When the game is ended by rain, the following will apply:
 - i. The minimum number of overs to achieve a result is 4 overs
 - a. If rain ends a game in the 1st inning, **none** of the runs scored or wickets taken in the match for either team shall count towards either team’s overall net run rate calculations. The game shall be considered “Abandoned”.
 - ii. If rain ends a game in the 2nd inning,
 - a. but **before** the batting team has faced 4 overs, **none** of the runs scored or wickets taken in the match shall count towards either team’s overall net run rate calculations. The game shall be considered “Abandoned”.
 - b. but **after** the batting team has faced four (4) or more overs, **all** runs scored or wickets taken in the match shall count towards either team’s overall net run rate calculations. The winner will be based on the Duckworth Lewis system. (<http://www.boltoncricket.co.uk/DLcalc.html>) taking into consideration all completed overs.
 - iii. If rain ends a game in the 3rd inning, only the runs and wickets taken in the first 8 overs of each team shall count towards either team’s overall net run rate calculations. The winner will be based on the Duckworth Lewis system. (<http://www.boltoncricket.co.uk/DLcalc.html>) at the end of the first set of 8 overs.
 - iv. If rain ends a game ends during the 4th inning,
 - a. but **before** the batting team has faced a total of 10 overs only the runs and wickets taken in the first 8 overs of each team shall count towards either team’s overall net run rate calculations. The winner will be based on the Duckworth Lewis system. (<http://www.boltoncricket.co.uk/DLcalc.html>) at the end of the first set of 8 overs.
 - b. but **after** the batting team has faced a total of 10 overs, **all** runs scored or wickets taken in the match shall count towards either team’s overall net run rate calculations. The winner will be based on the Duckworth Lewis system. (<http://www.boltoncricket.co.uk/DLcalc.html>) taking into consideration all completed overs.
 - v. Except for abandoned games, all runs scored and all wickets taken shall count towards the individual player statistics.
8. Limit on balls per over:
 - a. No over shall consist of more than nine (9) deliveries e.g. nine (9) wides or nine (9) no balls or a combination of fair deliveries, wides and/or no balls.
 - i. If the 9th delivery is “No ball” then there shall be no “free hit”, whether in the same over or in the following over bowled by that team.
 - b. The only exception to 8.a and 8.a.i. above is for the last over (i.e. the sixteenth (16) over), which must contain six (6) fair deliveries.
9. Batting Rules:
 - a. Teams will alternate batting after the first 8 overs of each innings, except that
 - i. should the side batting first be all out before eight (8) overs, the side batting second shall be allowed to bat for no more sixteen (16) consecutive overs or until the game has concluded.

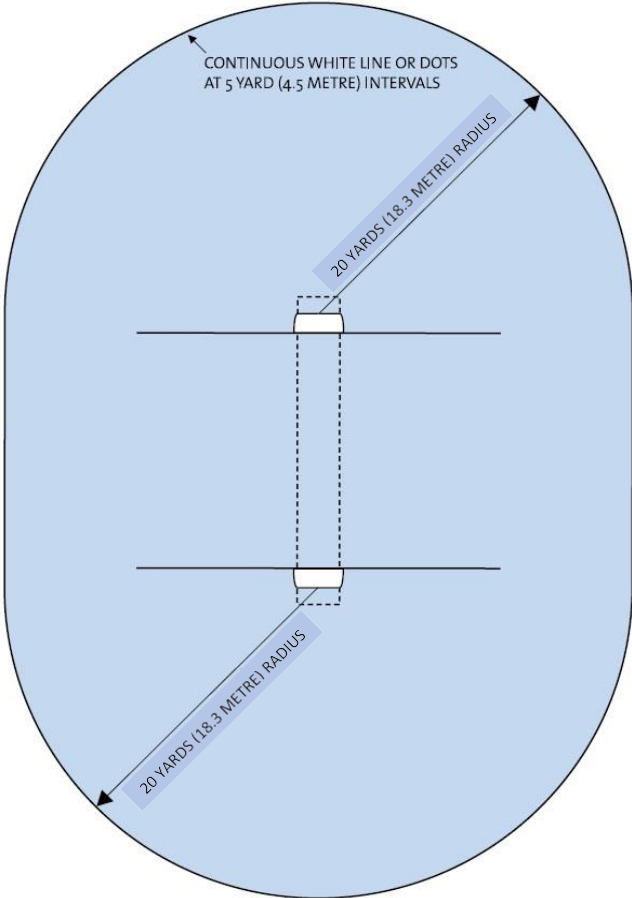
- b. A team can have unlimited batsmen, but the innings shall consist of no more than ten (10) outs/dismissals. Additional batsmen may be possible at the retirement of another batsman. (Any batsman who retired and did not return is considered “Not Out”)
 - c. Except as noted below at 9.d below, a coach may retire a batsman at any time. Such batsman may return at any time.
 - d. It is mandatory for a batter to retire his/her innings once he/she has scored twenty-five (25) runs. This score may be changed due to the striker scoring a boundary, but not to exceed thirty (30) runs. However, this player may only return at the fall of the ninth (9th) wicket.
 - e. Batters will switch ends at the conclusion of each over.
10. 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. Failure to do so may result in penalty runs (should the substitute come into contact with the ball whilst in play).
11. Mandatory Equipment:
- a. 11U
 - i. A player shall not be allowed to bat unless he/she is wearing:
 - a. One (1) batting pad on the front foot
 - b. Helmet
 - c. Abdomen guard/box/cup (male batsmen)
 - ii. Helmet for fielder 8 yards or closer from the striker
 - iii. Helmet for wicketkeeper standing up
 - b. Girls League – **no** protective gear is required
12. Optional equipment: All other equipment shall be optional.
13. Wide ball:
- a. A penalty of one (1) run shall be awarded instantly on the call of Wide ball. This penalty shall stand even if a batsman is dismissed and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.
 - b. Any delivery which passes twenty-four (24) inches from the center of the middle stump on the “on side” of the striker and the wicket and does not make contact with the striker’s bat or person shall be called a “Wide ball”. Also, any delivery, which passes the wide crease thirty-five (35) inches from the center of the middle stump on the “off side”, shall be called a “Wide ball”.
14. LBW will **not** be enforced.
15. 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:
 - 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.
16. Tie score: If the scores in the main match are equal, the initial result shall be a “Tie” and no account shall be taken of the number of wickets which have fallen. A Super Over will then be played.
17. Super Over/ a one over per side (OOPS)
- a. In the case of a tie score at the end of the main match, a one over per side (OOPS) will be played. Should this OOPS end in a tie, the overall result will remain as a “Tie”.
 - b. The team batting second in the main match will bat first in the Super Over.
 - 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 over ends the team’s one over innings.
 - g. Only nominated players from the main match may participate in the Super Over.
 - h. Each team’s over is played with the same fielding restrictions as applied for the last over in a normal T20 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.
18. For 11U, there will be 2 groups, with the top 2 teams from each group, advancing to the semi-finals as follows: 1st vs 2nd and 2nd vs 1st.
19. For the Girls League, all 4 teams will play in the semi-finals as follows: 1st vs 4th and 2nd vs 3rd.

C - Playing Conditions for 13U and 16U only

1. Age limits:
 - a. 13U: A male player must have been born on or after September 1, 2004. Females born on or after September 1, 2002 may also play.
 - b. 16U: A male player must have been born on or after September 1, 2001. Females born on or after September 1, 1999 may also play.
2. Balls: White leather ball shall be used with the following sizes:
 - a. 13U: Youth ball/4.75 ounces.
 - b. 16U: Adult ball/5.5 ounces.
3. Field size:
 - a. 13U: 30 yards from the rear of each wicket and 40 yards from the middle of the pitch.
 - b. 16U: 50 yards (Min 45, Max 60) from the rear of each wicket and 50 yards (Min 45, Max 60) from the middle of the pitch.
4. The length of the pitch shall be twenty-two (22) yards.
5. 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 20 yards. Two parallel straight lines drawn on the field shall link the semi-circles. (see Appendix 1)
 - b. Only two (2) fielders shall be allowed outside the restriction area for the first six (6) overs.
 - c. No more than five (5) fielders are allowed outside the restriction area after the first six (6) overs.
6. To the best extent possible, there is a preference to have all 13U and 16U games on concrete or Astro turf pitches.
7. Length of innings and games:
 - a. 20 overs per innings and a maximum of 4 overs per bowler.
 - b. Maximum of 1 hour and 30 minutes per innings, and 3 hours and 10 minutes in total. The innings break is 10 minutes.
 - c. The umpires shall ensure that the pace of the game is maintained.
8. Shortened games:
 - a. For games that start late due to circumstances beyond the control of either team, or games that are temporarily interrupted by rain:
 - 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 each.
 - iii. No bowler shall bowl more than 20% of the total overs.
 - b. When the game is ended by rain, the following will apply:
 - i. The minimum number of overs to constitute a result is 5 overs.
 - ii. If rain ends a game in the 1st inning, **none** of the runs scored or wickets taken in the match for either team shall count towards either team's overall net run rate calculations. The game shall be considered "Abandoned".
 - iii. If rain ends a game in the 2nd inning,
 - a. but before the batting team has faced five (5) overs, **none** of the runs scored or wickets taken in the match for either team shall count towards either team's overall net run rate calculations. The game shall be considered "Abandoned".
 - b. but after the batting team has faced five (5) or more overs, **all** runs scored or wickets taken in the match for both teams shall count towards either team's overall net run rate calculations. The Duckworth Lewis system shall be applied. (<http://www.boltoncricket.co.uk/DLcalc.html>)
 - iv. Except for abandoned games, all runs scored and all wickets taken shall count towards the individual player statistics.
9. Limit on balls per over:
 - a. 13U: No over shall consist of more than eight (8) deliveries e.g. eight (8) wides or eight (8) no balls or a combination of fair deliveries, wides and/or 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 bowled by the team.
 - ii. The only exception to 9.a and 9.a.i above is for the last over (i.e. the twentieth (20) over), which must contain six (6) fair deliveries.
 - b. 16U: There will be no limits on balls per over.
10. All overs shall be bowled alternatively from both ends of the pitch.
11. Batting Rules:
 - a. Each team shall consist of eleven (11) nominated players and a maximum of four (4) substitutes.
 - b. Only the eleven (11) nominated players may bat.
 - c. A batsman may bat until he/she has been dismissed.

12. Substitute Fielders:
 - a. Each team is allowed to have a maximum of **4** substitute fielders. These substitutes are allowed to field any point in time, for any reason. However, they are **not** allowed to bowl or act as a wicket-keeper (Only except with the permission of the bowler's end umpire. Should the opposing captain have no objection, he may take that into consideration).
 - b. Whenever a substitute comes on to the field of play, 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).
13. Mandatory equipment:
 - a. A player shall not be allowed to bat unless he/she is wearing:
 - i. Batting pads on both feet.
 - ii. Batting gloves.
 - iii. Helmet with full-face guard.
 - iv. Abdomen guard/box/cup (male batsmen)
 - b. Helmet for fielder 8 yards or closer from the striker
 - c. Helmet for wicketkeeper standing up
14. Optional equipment: Other protective gear - Thigh guard, chest guard, arm guard, shoulder pads etc.
15. Wide balls:
 - a. A penalty of one (1) run shall be awarded instantly on the call of "Wide ball". This penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.
 - b. Any delivery which passes both the striker and the wicket on the "on side" and does not make contact with the striker's bat or person shall be called a "Wide ball". Also, any delivery, which passes the wide crease thirty-five (35) inches from the center of the middle stump on the "off side", shall be called a "Wide ball".
16. LBW law will be enforced.
17. Points:
 - a. Match result: Win= **12** points, Tie= **6** points, Abandoned = **6** points, Loss= **0** points.
 - b. Batting bonus points: 50 runs= 1 point, 75 runs= 2 points, 100 runs= 3 points, 125 runs= 4 points.
 - c. Bowling bonus points: 3 wkts= 1 point, 5 wkts= 2 points, 7 wkts= 3 points, 10 wkts/All Out*=4 points. (** If a team bats only 8, 9, or 10 players, then the fall of their 7th, 8th or 9th wicket respectively, is considered "All Out" and the bowling team will receive 4 bonus points.*)
 - d. If the first bowling team bowls out the first batting team for under 50, and then wins the game, they will be awarded batting bonus points as follows:
 - i. Lost 2 wickets or less = 2 points.
 - ii. Lost 3 or more wickets = 1 point.
 - e. 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:
 - i. Winner gets **20** points (12 for the win + 4 batting + 4 bowling bonus points)
 - ii. Loser (i.e. team who is short) gets **0** points.
 - f. 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.
18. Tie score: If the scores in the main match are equal, the initial result shall be a "Tie" and no account shall be taken of the number of wickets which have fallen. A Super Over will then be played.
19. Super Over/ a one over per side (OOPS)
 - a. In the case of a tie score at the end of the main match, a one over per side (OOPS) will be played. Should this OOPS end in a tie, the overall result will remain as a "Tie".
 - b. The team batting second in the main match will bat first in the Super Over.
 - 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 over ends the team's one over innings.
 - g. Only nominated players from the main match may participate in the Super Over.
 - h. Each team's over is played with the same fielding restrictions as applied for the last over in a normal T20 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.
20. For both 13U and 16U, the top 2 teams will advance to the final.

Appendix 1 - Inner Circle



Appendix 2 - ICC T20 Playing Conditions, MCC Laws and Duckworth Lewis Calculator

1. ICC Standard T20 playing conditions:

- a. [ICC Men's Twenty20 International Playing Conditions 2017-18](#) (Effective 9-28-17)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)
or
- b. [Full ICC Playing Handbook 2017-18](#) (Effective 10-1-17, and T20 conditions are on pages 124 – 181)
(Located at <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

2. Major Changes to ICC Men's Playing Conditions (effective 9-28-17):

- a. [Major Changes](#)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)

3. MCC Laws:

- a. <https://www.lords.org/mcc/laws-of-cricket/laws/>
or
- b. Download the mobile app:
<https://www.lords.org/mcc/laws-of-cricket/the-laws-of-cricket-app/>

4. Duckworth Lewis Calculator:

- a. <http://www.boltoncricket.co.uk/DLcalc.html>
or
- b. Download the mobile app:
https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en_US (Android)
<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8> (Apple)

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
- Ram Ragoo ragooe@verizon.net 301-706-3047
- Rajesh Kothary rajeshmchezo@gmail.com 301-821-1251
- Nev Gai gnev@rocketmail.com