

BOWLING

Bowlers' Quota

- ❖ Maximum of 6/8 overs per bowler for 30/40 over matches

Revised Bowlers' Quota

- ❖ When total overs are reduced the Umpires shall recalculate the bowlers' quota as well which shall be 1/5th of the revised maximum, rounded off.
- ❖ The bowler's quota will be recalculated only at the first interruption and shall remain unchanged even if there are multiple further interruptions.

POWER PLAY

- ❖ **Power Play Rules** - First 6/8 overs for 30/40 overs matches at the instant of delivery, no more than 2 fielders are permitted to be outside this outer fielding restriction area.
- ❖ **Non-Power Play Rules** - No more than five fielders are permitted outside this outer fielding restriction area and no more than five fielders are permitted on leg side.

INTERRUPTED MATCHES

- ❖ If the interruption is at/before the beginning of the match, the remaining time will be equally divided between the two sides and the revised number of overs per innings shall be computed by allowing four minutes per over. The umpires may reduce the interval between innings to ten minutes.
- ❖ If the interruption occurs during the match, the overs to be bowled shall be revised by dividing the time lost by four minutes. The rounded off figure shall be the number of overs to be reduced. Subsequent interruptions, if any, shall be dealt with in the same manner.

Revised Bowlers' Quota

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- ❖ The bowler's quota will be recalculated only at the first interruption and shall remain unchanged even if there are multiple further interruptions.

EXTRAS

- ❖ One 'bouncer' ball per over is allowed. Whereby a "bouncer" is defined as a short-pitched delivery that passes or would have passed over the shoulder of a striker, in normal standing position. The fact that the striker hits it or not shall be ignored.
- ❖ The short-pitched delivery shall count as one in the over even if it is called a wide ball or a no ball.
- ❖ All subsequent bouncers in the over, if any, shall be called No Ball.
- ❖ Any delivery (irrespective of speed or direction) which passes or would have passed on the full above the waist height of the striker, standing upright at the crease, shall be deemed dangerous and unfair, whether it is likely to inflict physical injury AND shall be called a No Ball.
- ❖ Any ball that bounces more than once before the crease will be called No Ball.
- ❖ Any ball that pitches outside the pitch will be called No Ball.
- ❖ **All No Balls shall be treated with a Free Hit.**

MATCH TIMINGS

OVERS	ALLOCATED TIME PER INNINGS	BREAK
30 (U11, U13)	2 hrs 25 mins	20 mins
40 (U16)	3 hrs 10 mins	20 mins

PLAYING AREA

Age	Pitch length	Ball Size	Inner circle	Boundary
U11	21	4.75 oz	25 yards	45-50 yards
U13	22	5.5 oz	30 yards	50-55 yards
U16	22	5.5 oz	30 yards	55-60 yards

PENALTY

- ❖ **Bowling First:** If Innings (less injury or drinks break) is not complete in 2.5 hours / 3 hours (30/40 overs) – Penalty of 1 over per 4 minutes of delay; time will be deducted from the second inning
- ❖ **Bowling Second:** If Innings (less injury or drinks break) is not complete in 2.5 hours / 3 hours (30/40 overs) – a penalty equal to the current required run rate (runs per over) will be deducted from the second innings target. The innings will continue till allotted overs are finished or a result is achieved.

INTIMIDATION/SLEDGING

- ❖ Sledging or an attempt to intimidate a player by passing a negative comment, during a match, is unacceptable in NTCA Youth League matches. The umpire shall issue a warning for the first offence.
- ❖ A subsequent offence by the same player shall cause the player to be ejected from the game.
- ❖ The Umpires shall report the matter to NTCA Youth League in writing who may take further action.

SUPER OVER

- ❖ Prior to the commencement of super over, each team shall elect three batsmen and one bowler.
- ❖ Umpires shall select the end to bowl from and both teams shall use the same end to bowl & bat their over. There shall be no Umpire change.
- ❖ Team batting second in the match will bat first in the one over (Super Over) eliminator.
- ❖ The balls used in their innings will be used.
- ❖ There will be no field placement restrictions.
- ❖ If the scores are still tied once the super over has been completed, the team that hit the greatest number of sixes (fours if no sixes) combined from its two innings in both the main match and the super over, shall be the winner.
- ❖ Otherwise, the match shall be considered a tie and points shall be awarded to each side.

DRESS CODE/PLAYING CONDITION

- ❖ All Youth League matches shall be played in traditional color cricket clothing. Umpires are instructed not to permit non-compliant players on the field of play. **SHORTS NOT ALLOWED**
- ❖ The toss must be made at least 15 minutes before the normal start of play, between the two captains or their appointees. Prior to the toss each captain/coach will nominate eleven players and hand it in writing to one of the umpires.
 - In the event a team has less than 7 players present, it will automatically lose the toss.
- ❖ Play shall not start until at least 7 registered players from each team are present.
- ❖ Should a team not be ready to start play within 30 minutes of the scheduled start time, the match as well as full points, will be awarded to the opposing side.

