



NTCA YOUTH CRICKET RULEBOOK SEASON 2022-2023

Under 11

Under 13

Under 16

FOREWORD

The NTCA Youth League Committee welcomes you all to the 2022-2023 cricket season. We have an exciting season ahead filled with positivity, comradery and of course lots of cricket. It takes many people to ensure that the experience for all our participants but particularly for our boys and girls, is positive and long lasting. I thank the many volunteers involved including, parents, coaches, umpires, scorers, managers, and club officials. Without all of you it would not be possible to have a thriving cricket community in DFW Metroplex. The league rulebook includes the spirit of how the game should be played. Our objective is to provide an environment that increases participation and ensures our young cricketers continue to play the game. It is important to remember that at all levels from parents to coaches to players we remain respectful of everyone, and that poor behavior and bad sportsmanship will not be tolerated. Should issues arise during the season in relation to rules, they should initially be raised with your respective academies. We hope to see you on the sidelines of the field throughout the season and wish everyone a fun and rewarding cricketing experience.

Youth Committee

AGE GROUPS

Category	Boys Cutoff (Born After)	Girls Cutoff (Born After)
U11	09/01/2010	09/01/2008
U13	09/01/2008	09/01/2006
U16	09/01/2005	09/01/2004

**Girls may be allowed to participate, one level below their age cut-off date. It follows that a U-18 female can play in U-15/16. Similarly, U-16 girls can play in U-14 and so on.*

PLAYER RESTRICTIONS

- *A player is not allowed to play for two different teams in the same age group*
- *A player can play for two teams belonging to different age-groups, provided he/she is registered in their roster and these matches are not getting played at the same time.
e.g.: The player Joe from ABC U11 team can play for XYZ U13 team, provided he/she is also registered in XYZ U13 roster and these matches are not getting played at the same time.*

THE MATCH PARAMETERS

- ❖ All Matches will consist of one innings per side and each innings will be limited to:
 - 30 overs for U-11 and U13
 - 40 overs for U16
- ❖ **30 Over Matches (8:00 AM – 1:30 PM)**
 - Time Allocated to Team for 30 Overs - 2 hrs. 30 Mins
 - 1st Innings: 08:00 AM – 10:30 AM (Includes one 5 Min Drinks Break at 15 Overs)
 - 20 Min Innings Break
 - 2nd Innings: 10:50 AM --1:20 PM (Includes one 5 Min Drinks Break at 15 Overs)
 - There is a Buffer of 10 Mins that can be allocated to finish the game. Umpires can decide to shorten the Innings break to 10 Mins if additional time is needed to finish the game.
- ❖ **40 Over Matches (8:00 AM - 3:00 PM)**
 - Time Allocated to Team for 40 Overs - 3 hrs. 10 Mins
 - 1st Innings: 08:00 AM – 11:20 AM (One 5 Min Drinks Break each at 15 and 30 Overs)
 - 20 Min Innings Break
 - 2nd Innings: 11:40 AM -- 3:00 PM (One 5 Min Drinks Break each at 15 and 30 Overs)

- ❖ Each side shall consist of 12 players. Any 11 players can bat, any 12 players can bowl and only 11 players can field at any time from the nominated 12 players. Team does not need to nominate which players will bat, ahead of time.
- ❖ For all matches Bowling will be done from both ends of the Pitch. However, Umpires can decide that the Bowling should be done from only one end for the reasons below
 - If the Pitch Conditions are not Suitable/favorable or is considered unsafe for the Bowlers on one side
 - Delayed Starts which would require that the match be completed in time
 - Mutually agreed upon by both the Coaches (This Rule is applicable for U11 matches only)
- ❖ Each side is expected to complete the bowling of their allocated overs within the allocated time. The details of which shall appear in the Playing Regulations below.
- ❖ Unless otherwise explicitly stated all games will be played under the MCC/ICC Laws of Cricket and the Spirit of Cricket preamble.
- ❖ Should each side not be able to bat for at least 10 overs, the match shall be considered abandoned, and ten points shall be awarded to each side. Otherwise, the article titled Results shall apply.

DRINK BREAKS

- ❖ Drink breaks will be allowed after 15 overs (for 30 over matches) and after 20 overs (for 40 over matches). All drink breaks must be taken on the field and must not exceed 5 minutes.
- ❖ Players may be allowed drinks when a wicket falls, an injury occurs or the match ball is lost, providing no further time is wasted thereby.
- ❖ Players will require explicit permission from one of the umpires to leave the field of play to fetch drinks for themselves or for others.

PLAYING REGULATION

- ❖ 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.
- ❖ 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.
- ❖ The scheduled start time of any match will be the time shown on the NTCA Youth League website.

- ❖ Should a team not be ready to start play within 30 minutes of the scheduled start time, the match as well as full points (10), will be awarded to the opposing side.
- ❖ Penalty overs will be deducted for late starts by either or both teams.
- ❖ Start of play shall be deemed to be when the umpire calls play.
- ❖ The scheduled times of play shall be
 - ❖ **30 Over Matches**
 - First Innings (2.5 hours)
 - Interval (20 minutes)
 - Second Innings (2.5 hours)
 - ❖ **40 Over Matches**
 - First Innings (3 hours)
 - Interval (20 minutes)
 - Second Innings (3 hours)
- ❖ Scoring will be done via the CricClubs portal; player information will be recorded at the start of the match.
- ❖ Phones shall not be on the field of play. Should a player use it, a 5-run penalty will be awarded to the opposing team. Umpires shall not store/keep any articles/objects belonging to the players.
- ❖ The captains and the umpires together shall ascertain-at the end of the first innings, the total runs scored by the side batting first and hence the target for the team batting second, accordingly.

LENGTH OF INNINGS

Uninterrupted Matches:

- ❖ Each team shall have the opportunity to bat its full quota of allocated overs. Should they be “All Out” before the completion of the allocated overs or should a result be reached, the remaining overs need not be bowled.
- ❖ As follows from the preceding article, if the team batting first is dismissed before the completion of their allocated overs, the team batting second shall be entitled to face the full quota of allocated overs, providing a result has not been achieved earlier.
- ❖ Fielding Captains are required to monitor the time taken to bowl the overs but can seek advice from the umpires about the bowling rate.
- ❖ Umpires shall consider other circumstances such as delays caused by the batting side, time taken in retrieving the ball, injuries occurring or excessive heat.

Interrupted Matches:

- ❖ Should a match be interrupted by rain or other unavoidable circumstance, the following shall apply:

- 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

- ❖ 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.

PLAYING AREA

<u>Age Group</u>	<u>Pitch Length</u>	<u>Ball Size</u>	<u>Inner Circle</u>	<u>Boundary</u>
U-11	21 yards	4.75 oz	25 yards	Min 45 yards and Max 50 yards
U-13	22 yards	5.5 oz	30 yards	Min 50 yards and Max 55 yards
U-15 / U-16	22 yards	5.5 oz	30 yards	Min 55 yards and Max 60 yards

For the entire length of each innings: at the instant of delivery, there may not be more than five fielders on the leg side.

Inner Circles:

- ❖ Two outer 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 appears above.
- ❖ The ends of each semicircle shall be joined to the other by a straight line.

FIELDING RESTRICTION

- ❖ **Younger Player** - No young player in any age group shall be allowed to field closer than 8 yards (7.3 meters) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.
- ❖ **Power Play Rules** - First 6 overs 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.
- ❖ In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal No Ball.
- ❖ **Bowlers' Quota** – 6/8 overs per bowler for 30/40 over matches
- ❖ Any substitution of a fielder can only take place with the permission of the umpire.

WIDES AND NO-BALL

Wide - Off Side

- ❖ Two lines shall be drawn joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be @ 35 inches from the center of the middle stump.
- ❖ The umpire will call any delivery that passes over or outside of this line a Wide. Even if the striker moves and brings the ball into an area where a normal cricket stroke could be played, the delivery shall still be considered a Wide Ball.
- ❖ If the striker moves away from the ball and it passes over or outside the extra line, the delivery shall be deemed a wide (and thus called and signaled).
- ❖ Should a bowler bowl six wide deliveries, the bowler will be taken off. The remaining deliveries (2) shall be bowled by another bowler who may not bowl the next over from the other end. The over shall count as one for both bowlers as far as the quota is concerned.

Wide – Leg Side

- ❖ The extra lines described above shall not apply to the leg side deliveries.
- ❖ Any delivery passing down the leg stump and not been played with the bat or making contact with the striker's person, shall be a wide ball (and thus called and signaled).

No Balls - Short Pitched Deliveries – Bouncers

- ❖ 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 actually 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 ball that bounces more than once before the crease will be called No Ball.

Free Hit

- ❖ All No Balls shall be treated with a Free Hit.

Bowling of high full pitch balls and other situations

- ❖ 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 or not it is likely to inflict physical injury AND shall be called a No Ball.
- ❖ Any ball that pitches outside the pitch will be called No Ball.

THE BALL

- ❖ A new ball will be used at the start of each innings.
- ❖ The fielding team shall hand the new ball (match ball) to one of the umpires before the start of the innings.
- ❖ The match balls will be provided by the NTCA Youth League.
- ❖ The umpires will decide if and when a ball becomes unfit for use and obtain a replacement.
- ❖ The used ball remains the property of NTCA Youth League and must be handed to the umpire at the end of the innings.

POINT AWARDED

- ❖ The winning side shall be awarded 20 points.
- ❖ The losing side shall be awarded no points (0).
- ❖ Should a match be abandoned or drawn (or no result), each side shall be awarded 10 points.
- ❖ Should a team unable to start a match as described above or unable to finish a match for any reason, the umpires shall award the match and full points to the opposing team.

FORFEITURES

- ❖ Forfeitures are unacceptable offenses and the NTCA Youth League administration shall take it very seriously.
- ❖ Should a team forfeit a match, it will be subjected to disciplinary actions which may be comprised of fines, points reduction (10) plus an inquiry/hearing.
- ❖ Further penalties may be imposed.

SCORERS AND UMPIRES

- ❖ Both teams will provide a scorer. Umpires shall ensure the correctness of the score at the end of each innings.
- ❖ The NTCA Youth League shall provide and appoint two qualified umpires for each match.

PENALTIES – POINTS/RUNS

Late Starts, Slow Over Rate, Batsmen not crossing on the Field of Play.

Late starts / Slow over rate / Delays for non-injury related breaks

- ❖ Bowling First:
 - If Innings (less injury or drinks break) is not complete in 2 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 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.

THE RESULT

- ❖ The team scoring the highest number of runs shall be the winner.
- ❖ In the event of a tie, the following shall apply:
 - One Super over match will take place on the same ground.
 - 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 10 points shall be awarded to each side.

BATSMAN RETIRING

- ❖ A batsman can retire due to an injury occurring during the match and he or she can return to bat at the fall of a wicket or the retirement of another batsman.
- ❖ Should the retirement be voluntary (or tactical) the batsman would not be permitted to bat again.

SUBSTITUTE

- ❖ The umpires may permit a substitute. If so, the substitute shall be subject to the MCC Laws of Cricket.
- ❖ The substitute is not to be mixed with the twelfth nominated player in the list.

STANDING

- ❖ Points – The standings will be determined first, by the team earning the highest overall points.
- ❖ NRR – Should the points be equal, the team earning the higher NRR shall earn the higher rank.
- ❖ In the unlikely case that the NRRs be equal the team losing the least number of wickets shall earn the higher rank.
- ❖ If all of the above fail to determine the standings, the administration will determine the standings based on factors deemed appropriate.

PARENTAL GUIDELINES

- ❖ Parents are instructed to keep some distance during the game. They may not get the opportunity to meet their kids during the break time unless any specific attention is required. If so, the umpires should be approached.
- ❖ Coaches, Team Managers and Parents, MUST NOT interrupt the game by trying to change the field or by sending instructions.

- ❖ Umpires will issue a single warning to the team manager / coach for intervention by a parent after which the matter will be reported to the NTCA Youth League administrator who may impose a monetary fine or take other measures.
- ❖ Smoking / Drinking is not allowed in NTCA Youth League matches and parents / guardians found in violation may result in their team being penalized and parents being barred from future games.
- ❖ Parents must not exhibit any dissent with regards to any decision rendered by the umpires. The umpires shall report all such actions to the governing body who will take action which may lead to the expulsion of the player from the event (tournament/league).

INTIMIDATING/SLEDGING

- ❖ Sledging or an attempt to intimidate a player by passing a negative comment, during a match, is absolutely unacceptable in NTCA Youth League matches.
- ❖ Any such behavior should be reported to one of the umpires immediately.
- ❖ 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 ejected player shall not take any further part in the match.
- ❖ The Umpires shall report the matter to NTCA Youth League in writing who may take further action.

NTCA YOUTH LEAGUE AWARDS

Individual Awards/Recognitions are meant to recognize performances. Listed below are the awards and relevant criteria. The Youth League Administration can amend the list.

Best Batsman - Most runs scored in the event

Best Bowler – Most Wickets. If a tie, then the player with better economy will prevail

MVP of the Tournament – Top performer from the league + KO

Best Fielder – Most Catches and Runouts

Best Wicket Keeper – Most Stumpings, Catches and Runouts

