



# NTCA YOUTH CRICKET RULEBOOK SEASON 2023 (TOURNAMENT RULEBOOK)

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## FOREWORD

The NTCA Youth League Committee welcomes you all to the 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. We 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*

## 1. AGE GROUPS

Category	Boys Born on or after	Girls Born on or after
U11	09/01/2011	09/01/2009
U13	09/01/2009	09/01/2007
U15	09/01/2007	09/01/2005

*\*Girls may be allowed to participate, one level below their age cut-off date. It follows that a U-15 female can play in U-13. Similarly, U-13 girls can play in U-11.*

## 2. 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.*

## 3. THE MATCH PARAMETERS

- ❖ All Matches will consist of one innings per side and each innings will be limited to:
  - 30 overs for U11 and U13
  - 40 overs for U15

❖ **30 Over Matches (5.5 Hrs)**

- Time Allocated to Team for 30 Overs - 2 hrs. 30 Mins
- 1st Innings: ex. 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 (7 Hrs)**

- Time Allocated to Team for 40 Overs - 3 hrs. 20 Mins
- 1st Innings: ex. 08:00 AM – 11:20 AM (Includes 5 Min Drinks Break each at 15 and 30 Overs)
- 20 Min Innings Break
- 2nd Innings: 11:40 PM -- 3:00 PM (Includes 5 Min Drinks Break each at 15 and 30 Overs)

❖ Each side shall consist of 12 players with the Super Sub rule. The 'Super Sub' rule states that one substitute player will be available for each team who can be used either to bat or bowl in any innings of the match.

❖ 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 minimum overs, the match shall be considered abandoned, and ten points shall be awarded to each side. Otherwise, the article titled Results shall apply.

<b>Category</b>	<b>Minimum Overs</b>
U11	10
U13	12
U15	16

## 4. DRINK BREAKS

- ❖ 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.

## 5. 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 scheduled start time of any match will be the time shown on the NTCA YL Cricclubs website.
- ❖ 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 at the time of the toss, the opponent team will be awarded the toss provided they have 7 players.
- ❖ Play shall not start until at least 7 registered players from each team are present.
- ❖ If a team does not have 7 players at the start time, then Umpires can start penalizing a over for every 5 mins the game start is being delayed.
- ❖ 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.
- ❖ Penalty overs will be deducted for late starts by either or both teams.
- ❖ If one of the umpires is unavailable, the game will begin with one parental umpire (at the striker's end). If both umpires are not available within the 15-minute time limit, the game will begin with parental umpires.
- ❖ 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 20 mins)
    - Innings Break (20 minutes)
    - Second Innings (3 hours 20 mins)
- ❖ 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.
- ❖ Batsman and Wicketkeepers standing up to the stumps must wear helmets.
- ❖ Players who violate the age category rules will be disqualified from competing the tournament. Additional Penalties will be decided by the Committee for the Team in case of any age category violations.

## 6. 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.
- ❖ Playing games during extreme Temperatures
  - The weather conditions limits (actual temperatures are taken into consideration, not feels like). Game suspensions related to the temperatures rule can be imposed only if the criteria of extreme temperatures are met for the entire duration of the game. If there is a time window available to conduct a minimum / shortened overs game and if the result of the game can be achieved, then the game must be played within that window with reduced overs.
  - Extreme temperature guidelines are
    - Below 50F
    - Above 105F
  - If Temperatures are below 45F or above 110F and is going to stay that way throughout, then both teams can decide individually to play or not and the games will happen only if both the teams decide to play. These games will be treated as weather affected and the rules related to rescheduling will apply.
  - Players are allowed to wear winter gloves (lighter) during fielding to help combat the cold conditions whenever the temperatures are below 55F.

- ❖ Minimum time needed for weather affected games to be played.
  - U13 - 2.5 hours (Should allow the teams to play a minimum of 12 overs each)
  - U15 - 3.5 hours (Should allow the teams to play a minimum of 16 overs each)

***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.

## 7. PLAYING AREA

<u>Age Group</u>	<u>Pitch Length</u>	<u>Ball Size /Wt</u>	<u>Inner Circle</u>	<u>Boundary</u>
U-11	21 yards	4.75 oz /143 grams	25 yards	Min 45 yards and <u>Max 50 yards</u>
U-13	22 yards	5.5 oz/156 grams	30 yards	Min 50 yards and <u>Max 55 yards</u>
U-15	22 yards	5.5 oz/156 grams	30 yards	Min 55 yards and <u>Max 60 yards</u>

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.

## 8. 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 they were outside the area when the stroke was made.

❖ **Power Play Rules** – At the instant of delivery

- o Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- o Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- o Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- o In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. It should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Number of Overs	PP1 (Max # Players Allowed Outside = 2)	PP2 (Max # of Players Allowed Outside = 4)	PP3 (Max # of Players Allowed Outside = 5)
<b>40</b>	<b>0-8 [8 Overs]</b>	<b>8-32 [24 Overs]</b>	<b>32-40 [8 Overs]</b>
39	0-8 [8 Overs]	8-31 [23 Overs]	31-39 [8 Overs]
38	0-8 [8 Overs]	8-31 [23 Overs]	31-38 [7 Overs]
37	0-8 [8 Overs]	8-30 [22 Overs]	30-37 [7 Overs]
36	0-7 [7 Overs]	7-29 [22 Overs]	29-36 [7 Overs]
35	0-7 [7 Overs]	7-28 [21 Overs]	28-35 [7 Overs]
34	0-7 [7 Overs]	7-27 [20 Overs]	27-34 [7 Overs]
33	0-7 [7 Overs]	7-27 [20 Overs]	27-33 [6 Overs]
32	0-7 [7 Overs]	7-26 [19 Overs]	26-32 [6 Overs]
31	0-6 [6 Overs]	6-25 [19 Overs]	25-31 [6 Overs]
<b>30</b>	<b>0-6 [6 Overs]</b>	<b>6-24 [18 Overs]</b>	<b>24-30 [6 Overs]</b>
29	0-6 [6 Overs]	6-23 [17 Overs]	23-29 [6 Overs]
28	0-6 [6 Overs]	6-23 [17 Overs]	23-28 [5 Overs]
27	0-6 [6 Overs]	6-22 [16 Overs]	22-27 [5 Overs]
26	0-5 [5 Overs]	5-21 [16 Overs]	21-26 [5 Overs]
25	0-5 [5 Overs]	5-20 [15 Overs]	20-25 [5 Overs]
24	0-5 [5 Overs]	5-19 [14 Overs]	19-24 [5 Overs]
23	0-5 [5 Overs]	5-19 [14 Overs]	19-23 [4 Overs]
22	0-5 [5 Overs]	5-18 [13 Overs]	18-22 [4 Overs]

21	0-4 [4 Overs]	4-17 [13 Overs]	17-21 [4 Overs]
20	0-4 [4 Overs]	4-16 [12 Overs]	16-20 [4 Overs]

- ❖ **Bowlers Quota** – 6/8 overs per bowler for 30/40 over matches
- ❖ **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.
- ❖ Any substitution of a fielder can only take place with the permission of the umpire.

## 9. 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 more than six illegal (wide or no ball) deliveries, the bowler can be taken off by the bowling team. The remaining deliveries 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.
- ❖ Striker's right to play the ball: This is restricted so as to require some part of their bat or person to remain within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. Any ball which would force the batter to leave the pitch will also be called No ball.

## **10. 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 YL League.
- ❖ The umpires will decide if and when a ball becomes unfit for use and obtain a replacement.
- ❖ The used ball remains the property NTCA YL League and must be handed to the umpire at the end of the innings.
- ❖ Use of saliva to polish the ball: This prohibition has been in place for over two years in international cricket as a Covid-related temporary measure and it is considered appropriate for the ban to be made permanent. The outbreak of COVID-19 had enforced the rule to avoid transmission of the virus on the field. The rule came into play when cricket resumed after a break in July 2020 and will now be made permanent. During the saliva ban, the players resorted to the use of sweat to shine the ball, which has proven to be effective.

## **11. GROUND SETUP**

- ❖ Each team will provide stumps with bails and cones for the ground setup. Use of Bails in a high wind or any situation during the game, the Umpires may decide to dispense with the use of bails.
- ❖ The team managers are responsible for setting the cones. One team to set the cones for the inner circle (25 yards or 30 yards as the case may be) as per the age

group regulations and other team will set the cones / flags for the boundary lines. The team setting the inner cone will be responsible to pick the outer cones and the team setting the outer cones will pick the inner cones at the end of the match.

- ❖ Boundaries should be setup with oval shape - measured close to the center of the pitch on the sides and semi-circle from each side of middle stump.
- ❖ The ground must be set up not less than 20 minutes before the start of play.
- ❖ Umpires to ensure that the ground has been set-up as per the regulations laid by NTCA YL cricket for matches before the toss.
- ❖ No practice on the pitch will be allowed after the toss has been conducted.

## **12. POINT AWARDED**

- ❖ The winning side shall be points based on Cricclubs.
- ❖ The losing side shall be awarded no points.
- ❖ Should a match be abandoned or drawn (or no result), each side shall be awarded Cricclubs 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.

## **13. 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 plus an inquiry/hearing.
- ❖ Further penalties may be imposed.

## **14. 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.

## **15. PENALTIES – POINTS/RUNS**

*Umpires makes the decision to finish the first innings due to Late Starts, Slow Over Rate,  
Batsmen not crossing on the Field of Play and completing the game within the allotted time.*

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

❖ **Bowling First:**

- If Innings (less injury or drinks break) is not complete within the allotted hours (30/40) – Penalty of 1 over per 5 minutes of delay; time will be deducted from the second inning.

❖ **Bowling Second:**

- If Innings (less injury or drinks break) is not complete within the allotted hours (30/40) – 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.

## **16. 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.

❖ In case of rain or any other interruption during the second innings of the game, D/L Rule will be applied to arrive the result, please refer the CricClubs DLS calculator.

<https://cricclubs.com/NTCAYouth/viewDlsCalculator.do?clubId=30913>

## **17. 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.

## **18. 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.

## **19. 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 the above fail to determine the standings, the administration will determine the standings based on factors deemed appropriate.

## **20. 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).

## **21. 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 behaviour 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 Committee in writing who may take further action.

## **22. 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
- ❖ MoM –CricClubs highest points from Winning Team