



2022 PSD Youth Cricket Tournament

Organized by SRCA, DCL and CFC
Hosted by City of Pleasanton, San Ramon & Dublin
Sponsored by the County of Alameda

2022 PSD Youth Cricket Tournament Rules and Guidelines

Organized by:



Hosted by:



Sponsored by:





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1. AGE CRITERIA

Tournament will be conducted in 3 age categories

Age Group	Boys	Girls
U15	Born on or after 9/1/2007	Born on or after 9/1/2005
U13	Born on or after 9/1/2009	Born on or after 9/1/2007
U11	Born on or after 9/1/2011	Born on or after 9/1/2009

Note: No age limit for women on the NCCA Women's Team. However any Boys playing for NCCA Women's Team will have to meet U15 Age Criteria listed above (Born on or after 9/1/2007).

2. CLOTHING

- All players will be required to wear colored clothing. Clothes with white background will not be permitted.
- Pads will also need to be colored or covered with colored clads.

3. GENERAL RULES AND PLAYING CONDITIONS

The following will apply to the respective age categories.

	U15	U13	U11
Ball (White)	5.5 oz	5.5 oz	4.75 oz
Pitch	22 yards	22 yards	21 yards
Inner Circle	30 yards	30 yards	25-30 yards
Boundary	55-60 yards	50-55 yards	45-50 yards

	U15, U13 & U11
Maximum overs per innings*	30 overs
Maximum overs per bowler**	6 overs (or 1/ 5 th of total overs)
Drinks break after	15 overs
Including drinks breaks, innings must end in	2 hours 15 mins
Power play overs***	Powerplay 1: 1- 6 overs. No more than 2 fielders outside 30-yard circle. Power play 2: 7-24 overs. No more than 4 fielders outside 30-yard circle. Power play 3: 25-30 overs. No more than 5 fielders outside 30-yard circle.

**If the innings has reduced overs, the number of overs is reduced according to [ICC ODI Playing Conditions, Section 28.7.2.3](#) and maximum overs per bowler will be equal to number of overs per innings divide by 5 (round up to next whole number).

The following playing rules and conditions will apply to all matches regardless of age category:

- No player will be allowed to participate in the tournament without registering prior to the tournament.



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- No changes will be allowed to the team roster 1 week before the tournament begins. Can request for any changes to the roster by paying \$50.00 additional fee per player from 1 week before (11/17/2022) until a day before the tournament starts (11/23/2022).
- Toss for each game will be no later than 15 minutes before game start time except delays due to weather or field conditions.
- Each team will consist of a maximum of 12 players and should be nominated in writing to the umpires and scorer before the toss.
- A player cannot play different age group games that are scheduled at the same time. For example, a player playing a U15 game for a team cannot be part of a U13 team that has schedule overlap.
- If a team has fewer than 8 players at the time of the toss, they will forfeit the game.
- No more than 11 players can bat or be on the field of play at any one time.
- 11 players can bat; 12 players are allowed to bowl.
- Team doesn't need to nominate which players will bat, ahead of time.
- Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately field for the rest of the match. However, a substitute cannot bowl and cannot bat if not part of the list of 12 players provided before the start of the game.
- Any player who is on the playing 12 list needs to field for 3 overs before being eligible to bowl.
- A batter retired due to in-game injury or illness and unable to proceed batting will be marked Retired Hurt based on umpires' approval and can come back to bat after.
- A batter retired for strategic reasons will be marked Retired Out and cannot come back to bat again.
- A runner will not be permitted for an injured batter.
- When a batter is out Caught, the new batter shall come in at the end the striker was at, i.e., to face the next ball (unless is the end of an over).
- After the fall of a wicket or the retirement of a batter, the incoming batter must be ready to receive the ball within 2 minutes of the dismissal or retirement unless an innings break is declared by the umpire.
- At any point during the game the following fielding restrictions will apply
 - Max Players permitted outside the inner circle will follow the power play guidelines listed above
 - There can be no more than 5 fielders on the leg side.
- Other than slip fielders and keeper, no fielder will be permitted to stand within 12 yards of the batter.
- Wicket Keepers will be required to always wear a helmet and abdomen guard.
- The Batter and non-striker will be required to wear a helmet at all times.
- Thigh guard, chest guard and abdomen guard will need to be worn inside clothing.
- Following rules apply for drinks break
 - Drinks will be taken on the field of play. Players should not leave the field.
 - Drinks break should not exceed 5 minutes.
 - Batters and fielders are allowed drinks at the fall of a wicket or if there is a break in the game due to injury.
 - Umpire may permit batters additional drinks at his discretion as long as it doesn't delay the progress of the game.
 - Innings-break will be a maximum of 30 minutes for U15 and 15 minutes for U13 & U11.
- The following penalties will be applied for slow over rates.
 - If the team bowling first does not complete its overs in stipulated time (as specified in above table), a penalty of 1 over per 5 minutes of delay will be deducted from the second innings. This will result in them getting fewer overs to bat and chase the target. This will be enforced by umpires at their discretion after consulting with the organizing committee representative.



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- o If the team bowling second does not complete in stipulated time (as specified in above table) a penalty of 6 runs per over for remaining overs after allotted time will be deducted from the second inning target. In this instance, the umpire will inform the team batting second of the reduced target and the inning will continue till allotted overs are finished or the batting team reaches the target. This will be enforced by umpires at their discretion after consulting with the organizing committee representative.
- Before the first ball of the last over of each innings, the umpire(s) shall call 'last over' clearly so that both sides understand.
- In matches that are played on artificial turf grounds, no metal spikes will be worn by any player that will likely damage the surface. Organizers reserve the right to not allow a player into the field if footwear is likely to damage or is damaging the surface in any way until the player changes the footwear.
- Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team.

4. UMPIRES

- Neutral umpires will be officiating all games in the tournament including leg umpires.
- In case only one neutral umpire is available, each team will provide a leg umpire during their batting inning. Team coach cannot officiate as a leg umpire.
- Team appointed leg umpire should be familiar with laws of cricket and have good understanding of no ball, stumping and run out rules.

5. SCORING

- Scoring will be done using cricclubs app and a scorer user account will be provided to each team for scoring.
- Manual scoring should be done by at least one team scorer in case online scoring has issues.
- Each team will appoint one scorer(s) for each game played. Both scorers and umpires must tally score sheets after each inning & approve for correctness in consultation with captains of both teams.
- After score sheets are submitted, they cannot be altered. Hence, it's important for each team to verify and confirm the scores at the end of each inning and end of the game before handing it over to ground managers/organizers.
- For any reason, if online scoring cannot be done during the game, scores will be updated in cricclubs from manual scoring sheets.

6. GAME RULES

Except as otherwise stated below, the [MCC Laws of Cricket](#) will apply.

7. BALL

- New ball will be used at the start of each innings.
- The umpires will decide if and when a ball becomes unfit for use and obtain a replacement.
- The used ball must be handed to the umpire at the end of the innings which in turn should be handed over to the ground manager or representative of the organizers if the ground manager cannot be reached out.

8. WIDES

- **Offside**
 - o Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease (inner edge 52" from middle stump) and Wide line inner edge will be 35" from the center of the middle stump.
 - o Any delivery that passes over or outside of the wide line will be called wide.



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(Including when the striker moves thus bringing the ball into an area where he could play a normal cricket stroke).

- o Any delivery will be called a wide if the batter moves away from the ball and it passes over or outside of the marked white line.
- **Leg side**
 - o The line markings mentioned above do not apply to leg side
 - o Any ball passing down the leg side i.e., missing the leg stump and not being hit or hitting the batter is deemed a wide ball even if the batter steps inside the line. However, if the ball passes between the striker and leg stump will NOT be called wide.
- Any delivery that goes over the head height if a batter standing in an upright position will be called a wide.
- No delivery will be called 'wide' if it comes into contact with the striker or striker's bat or been called a 'no ball'.
- If the ball pitches on the edge or off the pitch, it shall be called a wide.

9. No BALLS

- All NO Balls will result in a Free Hit for the batting team.
- Standard front foot & back foot no ball rules apply
- Any full pitched delivery, regardless of speed (spinner or pace/seam bowler) which passes or would have passed above waist height of the striker standing upright at the crease will be called 'no ball' even if the batter hits the ball.
- One 'bouncer' per over allowed. If the bowler bowls a second bouncer in the over, the umpire will call a no ball.
 - A short-pitched ball or bouncer is defined as any ball that passes or would have passed over the shoulder of the batter in his normal standing position. It is immaterial whether he hits it or not.
 - If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over.
 - The Bowlers End Umpire will inform the bowler, the batter and the fielding captain that the one per over has been bowled.
- If a bowler breaks the non-striker's stumps during his delivery or delivery stride, it will be called 'No Ball' and it will result in a free hit.
- Ball bouncing more than once before it reaches the popping crease or rolling along the ground or pitching wholly or partially off the pitch will be called a no ball, with the following exception.
 - For U15 games (at Rancho and FSP), a ball pitching outside the mat
 - a. Will be called a wide and not a No-Ball (as Flicx pitch mat is only 6ft wide)
 - b. Even if swings/spins back inside wide line, it will still be called a wide.
 - c. If the batsman plays the ball or ball hits the batsman, the ball is not in play.
 - d. If the ball comes in and hits the stumps, it is not out and the ball is not in play after hitting the stumps.
 - e. If the ball pitching outside the mat does not hit the bat, batter or the stumps, it is in play and batters can run for byes resulting in wide++.
 - For U15 games (at Rancho and FSP) , if the ball hits the edge of the Flicx pitch mat, it will be called a dead ball.
- If the bowling team violates the fielding restrictions as listed, the umpire will call a no ball.
- A no ball will override a wide ball

10. MANKADING



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The bowler is permitted, before releasing the ball and provided he/she has not completed his usual delivery swing, to attempt to run out the non-striker. The bowler should provide one warning to the non-striker before attempting a Mankading.

11. RESULT

- Team scoring the highest runs will be deemed as the winner.
- If the scores are level at the end of both innings, the match will be declared a tie.
- It shall be the duty of the captain(s)/Manager(s)/Coach(es) of the team(s) and the umpire(s) to ascertain between the innings, the total runs scored by the side batting first and to agree the batting target accordingly.
- In the event of a game being shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game.
 - If possible, start the game from the beginning with a minimum of 12 overs per side played.
 - Work out the number of overs to be played by the time left and dividing it by 4 minutes per over.
 - Wherever possible both sides must have the same number of overs to play.
 - Umpires to work out the number of overs per bowler as mentioned in general rules and playing conditions as well as agreeing the fielding restrictions.
 - In any game, the team batting second must have the opportunity of batting at least 15 overs.
 - Morning games will have a start time of 8:30 AM
 - If a match is interrupted by weather and the team batting second doesn't get to face the same number of overs as the team batting first, the match will be decided based on the Duckworth Lewis recommendation as per CricClubs app's D/L calculation.
 - In the event of a game being abandoned by any team or doesn't have a minimum of 8 players at the time of toss, the game will be deemed as produced a result and the other team will be declared as winner.

12. POINTS AND RANKING

- Two points will be awarded for each win. No points are awarded for a loss.
- In the event of a tie or NO RESULT, each team will be awarded one point.
- No bonus points will be awarded for winning with a big margin.
- If any team is not available for the game to start on time as explained earlier, the other team will be deemed as winner and two points will be awarded. Umpires will decide on awarding the game.
- Teams will be ranked based on the total points scored at the end of the 3rd day within the age category (1 to 6/4).
- If two or more teams in the same age category have the same number of points at the end of the 3rd day, the following tie-breaking rules will apply in the order listed d:

- Team with a higher net run rate (NRR) will be ranked higher. Net run rate for a team will be determined as per standard Net Run Rate calculation. Will be using CricClubs feature for calculating NRR:

Calculate run rate for (RRF): The total runs scored by the team across all games played and divided by the total overs faced across all games. In games where the team got all out, it will be considered to have faced the total allocated number of overs. Partial overs faced will be rounded up.

Calculate run rate against (RRA): Cumulate the total runs allowed by the team across all games played and divided by the cumulative overs bowled across all games. In games where the team got all out, it will be considered to have faced the total allocated number of overs. Partial overs bowled



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will be rounded up.

Net run rate (NRR): Net run rate will be determined by subtracting RRA from RRF, i.e., $RRF - RRA$.

An example is provided at <http://www.espnccricinfo.com/ci/content/page/429305.html>

- o Team with more wins in head-to-head games will be ranked higher.
- o If there is still a tie, the ranking will be decided by a coin flip.

- Teams ranked 1st and 2nd will play for 1st and 2nd, teams ranked 3rd and 4th will play for 3rd and 4th positions, teams ranked 4th and 5th will play for the 5th and 6th positions in the final stage of the tournament.
- If the game ends in a tie in ranking games, the winner will be decided as per following criteria.
 - Head-to-head win (if applicable)
 - Total Points earned in league stage
 - Net Run Rate

13. INDIVIDUAL AWARDS

- All individual performance awards like best batter, bowler etc., will be given based on the statistics and ranking as per online scoring tool used (CricClubs). Player of the match award will be given for every game. Best batter, Best bowler, Best fielder, Best keeper and MVP awards will be given at the end of the tournament taking into account league and final round games. For Fielding/Keeping, indirect run out will be considered as 0.5 point.
- Same player will not be considered for more than 1 award. Decision of awarding the category will be with the organizers of the tournament in such cases.

14. GENERAL GUIDELINES

- Only coaches and/or managers are allowed to advise the players on the field.
- No parents' intervention/advice should happen when the match is in progress.
- Umpires will issue 1 warning to team manager / coach for parent intervention of the team causing the interventions after which number of overs will be reduced or runs will be awarded to the other team as per rules mentioned above.
- Food of any kind is not allowed inside the field on the artificial grounds.
- Smoking / Drinking is not allowed in the grounds and parents/guardians found in violation will be barred from entering the ground.
- Mobile phones by players are not allowed on the field of play at any time.
- Except players, coaches, team managers and scorers, no one is allowed to sit on the AstroTurf fields, instead sit on the bleachers available in the fields.
- First Aid kits will be provided at each field by the organizers.