

SEATTLE YOUTH CRICKET LEAGUE (SYCL) Youth playing Conditions

All playing rules are described in the **ICC Cricket Laws** "[MCC Laws of Cricket](#)" apply Except as otherwise stated by this SYCL rules

SYCL allows **super sub**. Super sun can bat or bowl, but only 11 can field at a given time.

Flex pitch rules:

1. Ball pitched on the side edges of the flex pitch is Wide and Dead.
2. Ball pitched on the center edge is dead
3. Ball pitched before the flex pitch with the size of the pitch is a legal ball.
4. The ball pitched out side(on the sides) the flex pitch, It is just wide (not dead)

A player must have played at least 20% of the games in the league to be eligible to play in Playoffs/Finals with exceptions of Injury, sickness, travel outside the counter but player should have played at least one of the league games.

# of games in tournament	20% of games	Rounded Up Min game Requirement
4	1	1
6	1.2	2
9	1.8	2

Teams have to wear Team jerseys - Umpires will not allow any players to take the field with shorts.

Ground setup: Home team is responsible for setting up the ground in time, if not every 4 mins home delay the setup one over shall be reduced only for the home team.

Age	Pitch size	Inner circle	Boundaries
U11	21 Yards	25	45
U13	22 Yards	30	50
U15	22 Yards	30	55

Toss: Umeries shall report the ground 30 mins before start of the game and do the toss between 15 to 30 mins of the game start time (Max of 15 mins). At 15 mins to start both teams should have at least 6 players, else toss shall be awarded to the team that has 6 players.

Umpires are responsible for starting the game in time and finishing the game in time. At least 8 players shall be present in the ground to start the game. If any team has less than 8 players, for every 4 mins 1 over shall be reduced for the team with less players.

Note: Umpires are responsible for smooth conduct of the game, no parents or anyone can intervene or stop the game at any stage or any situation. All the issues shall be logged to SYCL after the game.

Calculating stipulated game time is done with a number of overs.

1. For each over a 4.5 mins time is allocated. Then we add the break times to calculate the stipulated game time. So for a 30 overs match, there will be two 5 mins breaks. The time to complete 30 overs would be $4.5 \text{ mins} \times 30 \text{ (bowling time)} + 5 \text{ (first break)} + 5 \text{ (second break)} = 145 \text{ minutes} = 2 \text{ hrs } 25 \text{ minutes}$ would be first innings. Mid innings break is 10 mins. Second innings will be done in 2 hrs 25 minutes. Finishing the overall game in 5 hours.
2. ***Unavoidable delays:*** Cases where there is delay in game because of unavoidable circumstances, the umpire will need to reduce 1 over from each side for every 10 mins of delay. This needs to be communicated as soon as such delay has been noted down by the umpire.
3. ***Team bowling first is delaying the game with slow over rate:*** The umpire will make a note of the number of overs completed at the end of stipulated time (this is after taking into consideration any unavoidable delays). This will be the number of overs that the team batting second will bat to reach the target. The umpire will let the bowling side finish all their overs to figure out the target score. For example, in a 30 overs match, if the team bowling first is only able to compete 27 overs in the stipulated time. The umpire will notify both the coaches of the completion of stipulated time. The bowling team will finish the remaining 3 overs. The number of runs scored by the team batting first plus one would be the target that team batting second would need to score in 27 overs.
4. ***Team batting first is delaying the game:*** In this case the umpire will stop the game at the end of stipulated time. No matter how many overs were bowled, the umpire will let the team batting first of the delay caused by their team. The total runs scored by that team would be the target score for team batting second which they would need to score in their full quota of overs. For example, the team batting first delayed the match and hence the bowling team was only able to complete 29 overs. The first innings would end at this point and the team batting in the second innings will get 30 overs to achieve the target.
5. ***Team batting second is delaying the game:*** In this case the umpire will call the match at the end of game time. The team batting second would have to achieve the total target within that time.
6. ***Team bowling second is delaying the game:*** In this case the umpire needs to push the players to complete the overs in the stipulated time, then the umpire should allow the game to finish. If not the umpire should award 15 runs per over to the batting side and call the result of the game.

